Heroic Endeavors
Adventure Rules for Miniatures
© 2006 Trevor Lemon

Introduction (More Than A Wargame...)

Welcome to *Heroic Endeavors*, the game that is more than a wargame, but not quite a role-playing game. While traditional skirmish-style wargames are usually fast and furious, they typically have a high mortality rate for the models on the table, and they just don't have the level of character detail and depth that would make for an enjoyable "adventure" game (like a good old-fashioned "dungeon crawl"). On the other hand, most role-playing games usually take a fair amount of time and preparation for everyone involved before anyone can actually begin playing - from complex character generation to scripting out the adventure to preparing maps and other such materials.

This game is an attempt to bridge the gap between these two extremes, with enough character detail and survivability to allow for some serious adventuring, but with simple enough game mechanics that still have the feel of a traditional table-top skirmish game. The main focus of these rules is the heroic struggle between a small group of characters controlled by the players (i.e. the "heroes" and their "cohorts"), and the opponents and obstacles set forth by the Game Master (GM).

These rules were designed to be played on a grid map using 1" squares, and they are primarily meant for encounters occurring in confined spaces like the rooms and corridors of a dungeon or an abandoned research station - or even within the depths of an alien hive. However, they will also work for encounters in open terrain or urban settings, and with a little tweaking, they can be played like a more traditional wargame using miniature terrain and a ruler or tape measure marked in inches

This game includes rules for generating the traits and characteristics for your characters and their opponents, so you can use virtually any miniatures or models that you wish. To play this game, you will need;

- one player to be the Game Master
- miniatures representing the players and their opponents
- six-sided dice (d6) - at least six per player
- one eight-sided die (1d8)
- a grid map or floor tiles marked with 1" squares
  -or-
- a ruler or tape measure marked in inches
- area effect templates (explained below)
- printouts of the various markers and character rosters
- pencils and some scratch paper

Weapons like flame throwers and explosives use specific templates to represent their areas of effect. Explosive "blast" weapons use a template marked with two different sized circles (how this template is used is fully explained in the section on Blast Weapons later in the rules). Flame throwers and other similar "spray" type weapons use a triangular shaped template (again, how this template is used is fully explained later in the rules in the section on Spray Weapons). Both of these templates appear on page 30 of the rules.

It is recommended that you print out the templates on a sheet of transparent material so you can more easily see the grid map and the miniatures underneath to ensure proper placement of the templates during the game.

The Basics Of The Dice System

This game primarily uses regular six-sided dice (d6) for most combat and task resolution. However, the majority of die rolls in this game are read a bit differently than die rolls for most other games. If the rules call for an "attack" roll or a "defense" roll, or any roll of "*n*d" ("*n*" being the number of dice to be rolled), the dice are rolled and the results of each die are read in the following way; a roll of 1-2 equals a *failure* or a *miss*, a roll of 3-5 equals a *success* or a *hit*, and a roll of 6 equals a *critical success* or a *critical hit* (and counts as two "hits"). The total of all "hits" rolled then determines how successful the overall roll was for that action. The specifics of how successes are used will be explained later in the rules in the appropriate sections.

CHARACTER TRAITS

Every miniature in this game (hereafter referred to as a "model") has several characteristics or *traits* that represent its ability to do various things during game play. The eight traits that every model has are; Strength (STR), Perception (PER), Dexterity (DEX), Movement (MOV), Defense (DEF), Melee combat (MEL), Ranged combat (RNG) and Damage Points (DP). The following sections will detail these traits and how they relate to game play.

Strength (STR)

A model's Strength (STR) trait is just that - how physically strong the model is. Strength is used when attempting to perform physical tasks such as breaking down a door or forcing open a sealed container. Strength also contributes to a model's melee combat value (MEL - explained later). For every two full points of STR, the model gains a +1 bonus to its MEL value;

$$STR \div 2 \text{ (round down)} = MEL \text{ bonus}$$

The following are some examples of the STR trait for various types of characters and models.

STR 0 (zero): small children, the elderly, sick or infirm characters, small fantasy races like sprites, pixies, gnomes and halflings, small animals like domestic dogs and bobcats.

STR 1: most average character models, stout fantasy races like dwarves, hunting animals like wolves or small velociraptors.

STR 2: models with a fair amount of physical prowess and strength like heavyweight boxers or professional wrestlers, battle-hardened gung-ho marines, sword-wielding barbarians, or hunting animals like mountain lions or large velociraptors.

STR 3: models with a great amount of physical strength like lions, tigers and small bears, fantasy monsters like griffons and minotaurs.

STR 4: large animals like grizzly bears or rhinoceros, fantasy monsters like ogres, trolls and small (young) dragons.

STR 5: large animals like elephants or tyrannosaurs, large fantasy monsters like giants and adult dragons.

STR 6+: huge fantasy monsters like large (old) dragons.

Perception (PER)

A model's Perception (PER) trait is used for spotting traps or ambushes, finding clues, hearing noises, understanding an item's basic function or value - anything to do with how the model perceives its surroundings or the world in general relates to its Perception. Most models won't have an "innate" or "natural" PER trait higher than 2 or 3, but various situations or factors may cause a model's PER to fluctuate one way or the other (i.e. dim lighting, foggy weather, vision enhancing devices or technology, etc.). Perception also contributes to a model's ranged combat value (RNG - explained later). For every two full points of PER, a model gains a +1 bonus to its RNG value;

$$PER \div 2 \text{ [round down]} = RNG \text{ bonus}$$

The following are some examples of the PER trait for various types of characters and models.

PER 0 (zero): models that are drunk, drugged or poisoned.

PER 1: most average character models.

PER 2: models that are fairly perceptive like hunters, detectives, pickpockets, card sharks, or most wild animals.

PER 3: models that are extremely perceptive like snipers, ranger scouts, secret service bodyguards and most predatory hunting animals.

PER 4+: models that "don't miss a thing".

Dexterity (DEX)

A model's Dexterity (DEX) represents its overall agility and reflexes, and it reflects the amount of precision and control the model has over its own body. Whether the model is walking a tightrope or dodging an arrow, any activity of this type is related to its DEX. Dexterity also contributes to a model's defense (DEF) value (explained later) and to its ranged combat value (also explained later). For every two full points of DEX, a model gains a +1 bonus to its DEF value and its RNG value;

$$DEX \div 2 \text{ [round down]} = DEF \text{ bonus \& RNG bonus}$$

The following are some examples of the DEX trait for various types of characters and models.

DEX 0 (zero): models that are paralyzed/frozen.

DEX 1: most average character models.

DEX 2: models that are fairly dexterous or agile like martial artists.

DEX 3: models that are extremely lithe like gymnasts.

DEX 4+: models with superhuman reflexes.

Movement (MOV)

A model's Movement (MOV) rating determines how many spaces (or inches, if not using a grid map) the model can move on the playing surface by taking a "walk" action (explained later). However, the actual distance moved may vary depending on the type of terrain the model is crossing.

The basic minimum MOV for any model is 2. A "normal" humanoid model typically has a MOV rating of 4, and a "quick" model (a genetically enhanced humanoid or a model with spry racial characteristics) would have a MOV of 5. A "fast" model (one with extremely fast racial characteristics) would have a MOV of 6. Most troop models shouldn't have a MOV rating greater than 6, as that would be more typical of a model riding on a mount or a steed of some kind (also explained later).

Typical Movement (MOV) ratings
2 = slow (slow crawling creatures)
3 = impaired (short/disabled humanoid)
4 = normal (humanoid)
5 = quick (athletic humanoid, insectoid)
6 = fast (fast insectoid)

Defense (DEF)

A model's defense (DEF) rating represents how difficult it is to actually hit and wound that model with a damaging attack. Whether this reflects the type of armor the model is wearing (including carrying a shield), any natural defenses or racial toughness it may have, or any difficulty to hit the model based on smaller size or faster reflexes, it all has the same effect - to increase the difficulty in hitting and wounding that model. The following is a list of common armor types and their DEF values. Be sure you remember to add the model's DEX bonus (if any) to its overall DEF value.

Modern Armor Type	Defense (DEF)	Example
none, clothes	0	business suit
flak vest, flak armor	1	full "SWAT" or military gear
partial/light combat armor	1	"Colonial Soldier" armor
full combat armor	2	"Space Trooper" armor
powered armor	3	"Imperial Marine" armor
heavy powered armor	4	"Tactical Dreadnought"

Ancient Armor Type	Defense (DEF)	Example
light ancient armor	1	padded armor, leather armor
medium ancient armor	2	scalemail, chainmail
heavy ancient armor	3	platemail

carrying a small shield	+0 to DEF	buckler
carrying a normal shield	+1 to DEF	kite shield
carrying a large shield	+2 to DEF	tower shield

(the shield could be made out of wood, metal, advanced composites, energized materials, a force field, etc. Shields are covered in more detail later in the rules)

Natural Defenses	Defense (DEF)	Example
skin/fur (none)	0	humans, livestock
skittering critters	1	small fast animals
tough hide/partial carapace	1	rhino hide
full carapace	2	xenomorph alien
thick carapace	3	arachnid alien, dragon scales
chitinous carapace	4	thick dragon scales
massive chitinous carapace	5	giant armored creatures
genetic enhancements	+1	bio-engineered supersoldiers

Melee Combat (MEL)

A model's melee combat (MEL) value is a calculated trait, based on the ATK value of any melee weapon(s) that the model may be armed with, the model's STR bonus, and its overall DEF value (including its DEX bonus);

$$(ATK + STR \text{ bonus} + DEF = MEL).$$

A model may have several MEL values, depending on the number and type of melee weapons that the model is armed with. How a model's MEL value is used will be fully explained in the section on Melee Combat later in the rules.

Ranged Combat (RNG)

A model's ranged combat (RNG) value is a calculated trait, based on the ATK value of the ranged weapon that the model is armed with, the model's PER bonus, and its DEX bonus;

$$(ATK + PER \text{ bonus} + DEX \text{ bonus} = RNG).$$

A model may have several RNG values, depending on the number and type of ranged weapons the model is armed with. How a model's RNG value is used will be fully explained in the section on Ranged Combat later in the rules.

Damage Points (DP)

A model's Damage Point (DP) rating represents how much damage the model can take before it is put out of action (i.e. killed or incapacitated). Most models will have only 2 or 3 DP, but particularly tough or resilient models will have 4 or even 5 DP. Models that can take a great deal of damage before being killed (like extremely large creatures) would definitely have 5 DP or more. When a model's DP are reduced to zero, it is rendered unconscious and it will die in six (6) turns if it does not receive some kind of medical treatment. If a model is reduced to below zero DP, or if the six turns elapse without medical help, that model has been killed and it is removed from play.

Please note that a player-controlled hero model should usually have at least one more DP than a similar opponent model, or even a similar model in the hero's own party (i.e. a human fighter hero might have 3 DP, whereas any other human fighter model would only have 2 DP). This usually only applies to basic opponents and party members (i.e. cohorts), and not to the main villains of the adventure.

ADDITIONAL CHARACTER TRAITS

Unlike the eight basic traits that all models have, there are some traits that only certain models will have. These traits are; Arcane Affinity (ARC) and Motivation (MOT). The following sections will cover these additional traits and how they work in the game.

Arcane Affinity (ARC)

This trait represents the ability to use arcane forces such as magic or psychic powers. A model's Arcane Affinity (ARC) trait is used when the model activates its arcane powers (which will be fully explained later in their own section of the rules).

Motivation (MOT)

This trait is only for *cohorts* - the models that are in the characters' party or retinue, or the underlings of prominent villains. Motivation (MOT) is a combination of morale, bravery and loyalty, and it is used to determine if a cohort sticks around when things get tough (exactly how this is used is explained later in the rules).

FATE POINTS

Fate points allow a model to change or modify the results of a die roll during situations when failure is absolutely not an option. Most models will start the game with only 1 fate point. Normally, a model may only use a fate point to affect its own die rolls, but a character (not a cohort) can use a fate point to affect the die roll of any friendly model within 3 spaces (sort of the "I know you can do it Jimmy" kind of thing...).

A fate point is equal to one success, so a single die that rolled a failure can be converted into a success, and a die that rolled a success can be converted into a critical success. A fate point can also be used to roll an additional die for a specific roll, but in such a case, the die roll stands and it cannot be converted into a better result (unless yet another fate point is used to do so). Once a fate point is used, it is gone for the remainder of the game (unless some special situation or circumstance grants that model another fate point).

PLAYING THE GAME

Initiative & Activation

Initiative in this game is determined randomly for each individual model. If there are quite a few cohorts in play, or if playing a scenario with a very large battle, up to six (6) models of a similar type may share their initiatives so they can act together as a unit (although the individual models should still be activated one at a time). However, this <u>only</u> applies to models of a similar type - infantry and cavalry models would not share their initiatives, nor would close combat troops or sniper models.

Roll two six-sided dice (2d6) for each model or unit in play, adding the rolls of both dice together; the resulting number is that model's initiative score for the current turn. Models or units with tied initiative scores should have a tie-breaking roll among themselves (again, using 2d6). Models act in order of their initiative scores, from highest to lowest. When it is a model's initiative, the model is "activated", and it may perform various actions (explained later). Once every model in play has been activated, that turn ends and a new game turn begins.

ACTIONS & REACTIONS

Every model in this game has two *actions* that it may perform when it is activated each turn. Every model also has one free *reaction* that it may perform each turn when certain conditions are met. A model may use any of its unused actions to perform a reaction (assuming the conditions for a reaction are met), but the one free reaction may never be used to perform a regular action.

Actions and reactions may not be saved from turn-to-turn; they must be used in the current turn or they are lost. However, an action that affects the outcome of another action (like aiming before making a ranged attack) may carry over to the following turn - but if the model performing the action is interrupted before the affected action is performed, the previous action's effects are canceled (i.e. if the aiming model is attacked before it actually gets to take the shot that would benefit from the aim action, the bonus for aiming is lost).

The following section details the various actions that a model may perform when it is activated (reactions will be covered later in this section). The specifics of the various types of action (like movement and combat) will be covered later in the rules in their appropriate sections.

Action	Actions Used
Walk (move up to the model's MOV rating)	1 action
Run (move up to double the model's MOV rating)	2 actions
Strike/Fight (make a single melee attack)	1 action
Focus (melee only; +1d per action spent, +2d max)	1 action/+1d
Shoot/Throw (make a single ranged attack)	1 action
Aim (ranged only; +1d per action spent, +2d max)	1 action/+1d
Draw a weapon not currently in use	free
Sheath/Holster/Stow a weapon currently in use	1 action
Reload (a ranged weapon)	1 action
Sentry (may hold attack until later)	attack +1 action
Miscellaneous Combat Action (requires a trait check)	1-2 actions*
Non-Combat Action	1-2 actions*

* the number of actions it takes to perform a miscellaneous or non-combat action depends on the complexity and difficulty of the action (although a trait check is required to complete a miscellaneous combat action, explained later).

Walk: a model may move up to its full MOV rating for 1 action. A model may walk up to twice in a single turn (which is essentially the same as taking a run action - see below), but a model may never move more than double its full MOV rating in a single turn.

Run: a model may move up to double its full MOV rating for 2 actions.

Strike/Fight: a model may make a melee attack against a single opponent by using 1 action.

Focus: a model may spend an action to increase the effectiveness of a melee attack. For each action spent, an additional die is added to the attack roll (+1d). However, the maximum bonus that can be gained by taking consecutive focus actions is +2d. This action may also be taken when the model is itself attacked in melee combat. If a model has any unused actions remaining when it is attacked, they may be used to boost its defense roll by one die (+1d) for each action spent (defense rolls are explained later in the section on melee combat).

Shoot/Throw: a model may make a single ranged attack by spending 1 action.

Aim: a model may spend an action to increase the effectiveness of a ranged attack. For each action spent, an additional die is added to the attack roll (+1d), with a maximum bonus of +2d for taking consecutive aim actions.

Draw a Weapon: a model may draw a weapon that is not currently in use at no action cost.

Sheath/Holster/Stow a Weapon: a model may put away one weapon currently in use for 1 action. The model can choose to just drop the weapon at no action cost and retrieve it later (for 1 action).

Reload a Weapon: a model may reload a ranged weapon for one action (weapons that require reloading are explained later).

Sentry: a model taking a sentry action spends 1 action to hold its attack until later in the turn - either until a suitable target presents itself, or until the targets that can already be seen are closer. This is in <u>addition</u> to the action cost of actually making the attack (based on the weapon being used - so the entire action cost of taking a sentry action is either 2 or 3 actions). The sentry model also gets to make a single 90° facing change (for free), but only when the action is initially taken.

When an enemy model is activated or performs an action within the sentry model's LOS and firing arc (explained later), the sentry may interrupt that opponent's activation at <u>any</u> point to make the attack (including pre-empting any attack that the opponent is about to make). A sentry action only lasts for the current turn - it does not carry over from turn to turn, so if no enemy model is activated within the sentry's LOS and firing arc, or if no new opponent presents itself by the end of the current turn, the sentry model may still attack any viable targets so as not to waste its chance to attack.

If the sentry model is itself attacked before it gets to make its attack (either by being attacked from outside of its weapon's firing arc, or by being caught in the area effect of a blast weapon or a spray weapon - both explained later) - even if the sentry model takes no damage from the attack, the sentry action immediately ends and it loses its chance to attack for the remainder of the current turn.

Miscellaneous Combat Action: a model may perform a miscellaneous combat action by spending an appropriate number of actions, and making a trait check to successfully complete the action (trait checks are explained later). Here is an example of a miscellaneous combat action;

Push (off/out): this action lets a model attempt to push another model off of a ledge or roof, or even out a window for 1 action. Have both models involved make opposed trait checks of STR+DEX; if the model that initiated the push rolls more successes, the push succeeds and the opponent is pushed off the ledge or out the window. A push is "one way", so even if the pushing model fails, nothing happens to that model.

Non-Combat Action: a model may perform a non-combat action by using an appropriate number of actions to successfully complete the task. Non-combat actions would be things like downloading data from a computer terminal, searching a body for any loot or artifacts, or placing a barricade. Anything that can be successfully completed by simply spending time to do it (and not requiring a trait check) is considered to be a non-combat action.

Reactions

A reaction is a special action that is performed during another model's activation (similar to a sentry action), allowing a model to react to an opponent's activities. There are two types of reaction; an opportunity strike (op-strike) and opportunity fire (op-fire). An op-strike allows the reacting model to make a melee attack at an opponent that performs an action within reach of the reacting model's melee weapon, while op-fire allows the reacting model to make a ranged attack at an opponent performing an action within the reacting model's LOS - but only within 8 spaces of the reacting model.

Any enemy action can trigger a reaction, including changing facing or moving 1 space within the reactionary model's LOS (this also includes moving into the reactionary model's LOS). When making a reaction attack, only a single action may be spent on the attack (i.e. no focus, aiming or loading actions are allowed). Also, the action that triggered the reaction may be completed or resolved before the reaction takes place (the exception to this is movement, which is interrupted as soon as the reacting model can attack).

As mentioned previously, a model with any unused actions in the current turn may use those actions to make reactions. A model may have unused actions because it hasn't been activated yet, or because it has specifically saved its actions to be used for reactions later in the current turn.

TRAIT CHECKS (STR, PER, DEX & MOT)

When a model needs to make a trait check for either Strength, Perception, Dexterity or Motivation, it rolls as many dice as that trait's value (using the nd method as described previously) and the results are read normally (counting the number of successes or "hits" rolled). If the number of successes equals or exceeds the difficulty number set by the GM, the check is passed and the model successfully performs the action or task in question.

As mentioned previously, a miscellaneous combat action will require not only the expenditure of actions, but also a trait check to successfully complete that task (as opposed to a non-combat action, which has a guaranteed success, so long as the appropriate number of actions are spent).

However, even if the trait check is unsuccessful, the actions are still spent in the attempt to perform the action. The following is a list of difficulty numbers for trait checks.

Task Difficulty →	Easy	Moderate	Hard	Very Hard	Impossible
Target Number →	1	2	3	4	5

Please note that a model with a STR of 0 (zero) actually counts as having a STR of ½ (rounded down to zero). This means that if two models, each with a STR of 0, are working together to accomplish a particular task (breaking down a door, opening a tomb, etc.), their combined STR total counts as a STR of 1, and not as zero.

MOVEMENT

This game uses a square grid to map out all movement and distances. All models in this game have a "front" facing (usually this is the direction in which the model is "looking"). A model's front must always be facing towards one of the sides of the square that it is in, and never diagonally to one of the square's corners (this is usually never a problem with models that are mounted on square or rectangular bases).

All movement in this game is measured in "spaces", and each model can move a certain number of spaces based on the amount of movement (MOV) that it has available. For mounted troops (explained later), the underlined direction that the model wishes to move in affects the amount of MOV available.

Moving a model one space in any direction costs 1 point of that model's MOV, regardless of its facing (although moving diagonally may incur an additional MOV cost, depending on the distance, explained later). A model may turn and change its facing by any amount for free, but once it has finished moving, it may not change its facing again until the next time it moves.

A model may never move through an occupied space, or move diagonally past the corner of a space that contains an impassable object (i.e. a model may not move diagonally through the corner of a space if that space contains an impassable object - it must go around the corner by moving through adjacent spaces). However, a model may move diagonally between two other models (either friendly or enemy models) for an additional +1 to the MOV cost. The following diagrams illustrate various examples of movement.

| Not Allowed! | Allowed | Allowed (+1 MOV) |
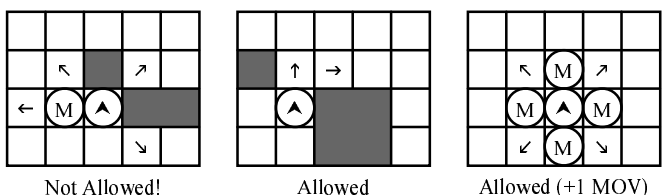
⬆ = player   Ⓜ = model (friend/enemy)   ▓ = impassable object

Diagonal Distances For Grid Maps

When moving a model diagonally on a grid map, or when counting out a distance (like determining the range for a shooting attack), every space of diagonal distance counts as 1½ spaces instead of just 1 space.

After the total distance has been determined, round any fractions down to the nearest whole number. For example, one space of diagonal distance would still count as only one space (1½ rounded down to 1), but two spaces of diagonal distance would count as three spaces (1½ x2 = 3).

Difficult & Impassable Terrain

A model can move over or through rough or difficult terrain, but the MOV cost for each space of movement is doubled (i.e. it costs 2 MOV per adjacent space, and 3 MOV per diagonal space). Examples of difficult terrain would be mud, rubble, dense foliage, streams, loose sand, rocky hills, etc.

Certain types of terrain may be considered "impassable" to some models (like high walls or steep cliffs), so unless the model has some kind of special equipment or natural ability, it will not be able to go through an impassable area.

In many cases, it will be up to the players and/or the GM to determine whether a model will be able to circumvent impassable terrain or not, but these should be handled on an individual case by case basis. For example, most players would agree that an insectoid creature would have a better chance of scaling a wall than a normal human would - unless the human had a grappling hook or some other similar equipment.

Finally, a model may not move through another model, as they are also considered to be impassable - although you do not have to go "around" them as you would a corner or other similar piece of impassable terrain.

Ascending & Descending Levels

In addition to the normal linear horizontal movement that is used in most grid-based games, this game also has vertical movement. Each "level" of height in this game uses the same sized "spaces" that are used for horizontal movement (i.e. spaces that are measured in 1" increments). If a model does not have a high enough MOV stat to be able climb on top of (or down from) the obstacle that it is attempting to scale, the model will be left hanging at the point where it ran out movement (i.e. "dangling"), and it will have to stay there until its next activation.

A dangling model has a -1d modifier applied to any and every action it performs while dangling (including defense rolls) However, this does not apply to situations involving sloping inclines, ramps or staircases, since a model may stop at any point on these types of terrain feature normally and without penalty - but it does apply to ladders (all of which are explained in the following sections).

Slopes, Inclines & Sheer Faces

An incline of less than 45° (i.e. an incline that is longer than it is tall) is considered to be a "slope", and moving up or down a slope is considered to be normal linear movement, and does not incur any additional MOV costs (other than the normal cost of the linear movement).

However, an incline of 45° or more (i.e. an incline that is as tall or taller than it is long) is considered to be an "incline", and it must be "climbed" (counting the vertical distance and the horizontal distance). All vertical climbing movement costs double the MOV cost (i.e. it costs 2 MOV per space of vertical movement, the same as for "difficult" terrain), but any horizontal movement only costs the normal MOV cost.

An incline of 75° or more (i.e. an incline only one space long, but five or more spaces in height) is considered to be a "sheer face" - and an incline this steep is deemed to be impassable terrain. A model will not be able to scale a sheer face unless it has some type of specialized climbing equipment or climbing skills. The following diagrams show examples of slopes, inclines, and sheer faces.

| Slope (3 MOV) | Incline (4 MOV) | Incline (6 MOV) | Sheer Face |

6
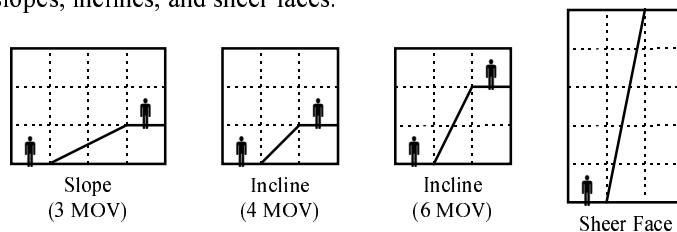
Stairs & Ladders

Stairs that are on an incline of 45° or less (i.e. stairs that are as long or longer than they are tall) are not considered to be an "incline" for movement purposes. This means that they do not need to be "climbed" like a regular incline (mainly due to the fact that the steps on the stairway negate any movement penalty for the incline). Instead, they are treated as a "slope".

Stairs on an incline of more than 45° (i.e. stairs that are taller than they are long), are considered to be "ladders" for all intents and purposes, and will still need to be climbed just like any other incline (see the previous section for details). However, ladders are not considered to be impassable terrain (again, due to the steps or rungs on the ladder), so a model may climb them without any specialized skills or equipment, regardless of the angle or amount of incline.

Jumping Across

Jumping is a special type of movement that a model can perform when it takes a walk or run action. A model may jump over and clear a span of 1 space for 2 MOV (1 MOV for the space being jumped over, and 1 MOV for the space that the model is landing in - for a total cost of 2 MOV). Also, for each 2 spaces moved in a straight line <u>before</u> the jump, the distance of the jump may be increased by 1 space (without increasing the basic 2 MOV cost of the jump itself).

A model may jump across a distance further than its MOV would allow, but it must make a DEX trait check to successfully complete the jump. The difficulty of the check is equal to the number of spaces that exceeds the number of spaces that the model may normally jump across. If the model fails the trait check, it falls down into the area that it was tying to jump across (and any damage is determined by the GM).

Jumping Down

A model may jump down from an elevation by spending 1 MOV and making a DEX trait check against a difficulty of ½ of the height being jumped down from (round down). If the check fails, the model is automatically stunned (explained later), and it suffers an attack with an ATK value of 1 - and the model gets <u>no</u> DEF against this attack.

Moving Silently

Any model may attempt to sneak past another model - usually one that is on guard. However, this may only be done if the sneaking model remains out of the guard model's LOS. When attempting any kind of stealthy activity, a DEX trait check is required. The difficulty of the check depends on how alert the guard is and how far from the guard the sneaking model is. Please see the following lists.

The guard is...	The difficulty level is...
...not that alert	...easy
...alert	...moderate
...very alert	...hard

The guard is...	The difficulty level is...
...1 space away	...increased by 2 levels
...2-4 spaces away	...increased by 1 level
...5-10 spaces away	...not changed
...10 or more spaces away	...decreased by 1 level

MELEE COMBAT

A melee attack (also called a hand-to-hand or close combat attack) can only be made against an opponent that is in one of the three spaces in front of the attacking model, or in one of the two spaces directly to the attacking model's sides (the spaces labeled "A" and "D" on the following Melee Attack Range diagram).
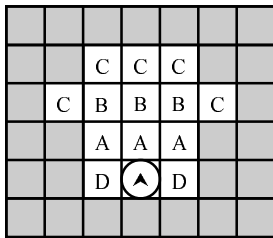
Melee Attack Range

When a model makes a melee attack, it declares which opposing model it is attacking, and spends the appropriate number of actions to make the attack. The model making the melee attack is called the attacker, while the target of the melee attack is called the defender. Melee combat happens simultaneously, with both the attacker and the defender rolling as many dice as their respective MEL values (including any possible situational modifiers); these are their "attack" and "defense" rolls.

If the attacker's roll is successful (if he rolls more successes than the defender), he has successfully attacked the target. If the rolls are completely tied, the attack is negated (i.e. dodged, blocked, parried, etc.) and neither model is affected. If the defender's roll is higher and he scores more "successes" than the attacker, the attack becomes a "counter-attack". However, a counter-attack is more difficult to pull off than a direct attack, so to reflect this, one success is subtracted from the total number of successes rolled for the counter-attack.

If a model is attacked from one of the three spaces to its rear, it may fight back normally, but even if the defending model manages to score a counter-attack, it cannot use the results of that counter-attack against the attacker (in such a case, the defender's counter-attack becomes a purely defensive maneuver). However, if the defending model survives the attack to its rear, it may immediately make a single 90° facing change in the direction of the attacker (for free) to prepare itself for any further attacks from that opponent.

When figuring the results of a melee combat, the number of successes that exceeded the opponent's roll is used to determine just how successful the attack (or counter-attack) was. The following list shows the number of successes that exceeded the opponent's roll, and how those successes are used to affect the target model.

One (1) melee success can be used to...
...cause the opponent to lose one action on its next activation
...immediately force the opponent back one space

Two (2) melee successes can be used to...
...force the opponent back one space while the attacker follows
...inflict one damage point (1 DP)

Three (3) melee successes can be used to...
...disarm the opponent (one weapon of the victor's choosing)
...inflict 2 DP

Four (4) melee successes can be used to...
...inflict 3 DP
  (etc...)

As you will notice, the number of damage points (DP) inflicted by a successful attack is always one point less than the total number of successes being used to cause that damage. The number of melee successes and their affects may also be combined in various ways to achieve more dramatic results. Please see the following examples.

Combining two (2) melee success results can be used to...
...cause the opponent to lose one action and force him back one space

Combining three (3) melee success results can be used to...
...cause the opponent to lose one action and force him back one space while the attacker follows
...cause the opponent to lose one action and inflict 1 DP
...force the opponent back one space and inflict 1 DP

Combining four (4) melee success results can be used to...
...cause the opponent to lose one action and force him back one space while inflicting 1DP
...cause the opponent to lose one action and inflict 2 DP
...force the opponent back one space and inflict 2 DP
...disarm the opponent and cause him to lose one action
...disarm the opponent and force him back one space

Combining five (5) melee success results can be used to...
...cause the opponent to lose one action and force him back one space while the attacker follows, inflicting 1 DP
...cause the opponent to lose one action and force him back one space while inflicting 2DP
...cause the opponent to lose one action and inflict 3 DP
...force the opponent back one space and inflict 3 DP
...disarm the opponent and cause him to lose one action while forcing him back one space
...disarm the opponent and force him back one space while the attacker follows
...disarm the opponent and inflict 1 DP

Unarmed Models (models with a HTH value of zero)

As you look through the sample weapon lists that appear later in the rules, you will notice that a model fighting with only its body has an ATK value of zero (0). If you combine this with an unarmored model (with no DEF) that has an average STR and DEX (with no bonuses), you end up with a model that has a total MEL value of zero (0). So how does a model with no MEL value make a melee attack? By taking a focus action (+1d) before making the attack. This could also be looked at as the unskilled model making an all-out frenzied attack, essentially spending two actions to make the attack.

Models With Multiple Melee Weapons

A model that is armed with two melee weapons (including pistol weapons, explained later) adds the ATK value of the "stronger" weapon to ½ of the ATK value (rounded up) of the "weaker" weapon. This total then becomes the new ATK value for those paired weapons. For example, a model armed with an ATK 4 weapon in one hand, and an ATK 3 weapon in the other hand, would have a total ATK of 6 for the pair of weapons (i.e. 4 + [3 ÷ 2 = 1.5] = 5.5 rounded up to 6).

The model also gains a "re-roll" every time it fights with a pair of weapons (for both attack and defense rolls), so it may re-roll one of the dice for that roll and keep the more favorable result. Alternatively, the model may roll an additional die when making the roll and discard the lowest result (in either case, the outcome is about the same).

"Reach" Melee Weapons (a.k.a. Polearms)

Melee weapons with "reach" like pikes, spears, lances, and halberds are all considered to be "polearms", and they have certain special rules that apply to them. There are three different lengths of polearm; "short", "medium", and "long".

Short polearms are as tall as a man or shorter (i.e. about one space in length, like a short spear, or possibly a scaled-down version of a regular spear for one of the smaller fantasy races like dwarves or goblins). Medium polearms are weapons that are taller than a man, but no more than twice his height in length (i.e. about two spaces in length, like a full sized spear or a halberd). Long polearms are weapons that are longer than twice the height of a man (i.e. about three spaces in length, like a pike or a lance).

A model armed with a "short" reach polearm may only attack an opponent that is in one of the spaces marked "A" on the Melee Attack Range diagram (from the previous section on Melee Combat), while a "medium" reach polearm may be used to attack an opponent that is in one of the spaces marked either "A" or "B".

A model armed with a "long" reach polearm may use it to attack an opponent that is in one of the spaces marked "A", "B" or "C"; but when used to fight a model in one of the spaces marked "A", a -1d modifier is applied to the model's MEL value, as the weapon's length prevents it from being used effectively in such close quarters (and this -1d modifier applies to both attack and defense rolls). If the model is also armed with a shorter type of melee weapon, it may use that weapon instead of the polearm.

When an attack is made with a medium reach polearm against an opponent in one of the "B" spaces, or with a long reach polearm against an opponent in one of the "B" or "C" spaces, the opposing melee combat rolls are made normally. However, even if the defender scores a counter-attack, it cannot use the results of that counter-attack against the attacker unless the defender is also armed with a polearm of equal or greater length - in which case the counter-attack is resolved normally.

"Entangling" Melee Weapons (Whips & Chains)

An entangling weapon is treated just like a polearm with a "long" reach for the purposes of making an attack, but when used defensively (i.e. when a model with an entangling weapon is being attacked), it cannot be used to harm the attacker (i.e. a counter-attack from a whip cannot use any successful results to cause any damage points to the attacker).

However, a whip or a chain can be used to "entangle" an opponent instead of being used to cause damage (and this applies to both attacks and counter-attacks). The number of DP that would have been inflicted by the entangling weapon's attack or counter-attack roll is how many actions the entangled model must spend to free itself - but an entangled model may only free itself during its own activation.

While a model is "entangled", its DEX trait is reduced by 1 point (-1 DEX), which may also lower its DEF and MEL values. Also, the entangled model cannot move away from the model that entangled it - but it can move closer. A model remains entangled either until it frees itself, until the attacker releases it (by spending 1 action), until the attacker "drops" the entangling weapon voluntarily (at no action cost), or until the attacker is itself killed.

Shields

When a model equipped with a shield fights in melee combat, the equipped model can force his opponent to re-roll one of his attack dice. This forced re-roll takes place after all other types of re-roll have been made. However, the re-roll only applies to melee combat, and not to ranged attacks. A shield may also increase the equipped model's DEF value depending on the specific type of shield being used (as listed previously in the section on Defense).

A shield is only effective when the equipped model is attacked from its front or directly from its side (i.e. the spaces marked "A" and "D" on the Melee Attack Range diagram). If a model is attacked from one of the three spaces to its rear, it does not gain any benefit from its shield.

### Forcing A Model Back In Melee Combat

When a melee attack (or counter-attack) results in a model being forced back, the model must move into one of the three spaces to its rear - but the model gets to choose which of the three spaces it moves into. If the space being moved into contain difficult or rough terrain, the model must make a DEX trait check with a difficulty level of 1; if the check is successful the model moves into the space with no other effect, but if unsuccessful, the model stumbles and falls - and it must spend 1 action on its next activation to get back up. Also, a model that has fallen may not make any reactions until it has stood back up.

RANGED COMBAT

The following sections will cover the various aspects of ranged combat

Firing Arcs

The firing arc of a model's ranged weapon depends largely on the type of weapon being used. For most ranged weapons, the standard firing arc covers a 180° arc directly to the model's front (basically, this includes all of the spaces in front of the model and the spaces directly to the model's sides as well). For "heavy" weapons, and weapons with particular firing characteristics, the firing arc is more restricted and only covers a narrow 90° arc directly to the model's front. In either case, a weapon's firing arc continues out as far as the weapon can shoot (out to that weapon's "extreme" range). The following diagrams illustrate the two different firing arcs.

Standard Firing Arc (180°)   Restricted Firing Arc (90°)
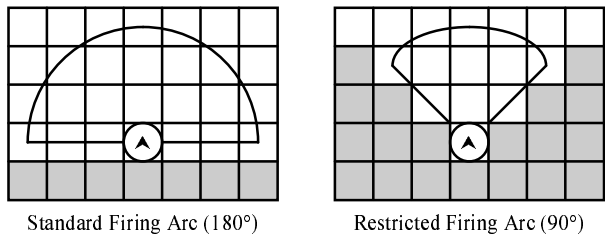
[ ] = the model may not shoot into these spaces

Please note that a model armed with a heavy weapon must always use the restricted firing arc, even if any movement penalty for carrying the heavy weapon is negated by increased strength or powered armor, or some other factor (heavy weapons are explained in more detail later in the rules).

Line Of Sight (LOS)

The line of sight (LOS) is an imaginary line drawn between the attacker and the target - from any part of the attacker's space to any part of the target's space. A model should have a clear LOS to the target in order to attack it (i.e. free of any obstructions). If the LOS intersects a space that contains another model or a terrain feature (including the corner of an occupied space), the LOS will most likely be blocked.

However, this will depend largely on the specific circumstances of the situation (please see the section on Cover later in the rules for more details on terrain features that block the LOS). In any event, if the target of a ranged attack is obscured by some form of cover, it can usually still be attacked, but the target's DEF value will be increased based on the specific type of cover involved.

Shooting Past Intervening Models & Friendly Fire

There are three occasions when a model may shoot past another model that is blocking the LOS. The first is if the intended target is larger than the intervening model (at least twice its size or more). In such a case, the LOS is not blocked by the smaller intervening model (i.e. you can usually shoot at a dragon that is directly behind an intervening model, as long as the amount of dragon that can be seen by the attacker is at least twice as large as the intervening model).

The second occasion is when the attacking model is shooting past a "friendly" model in an adjacent space. The model making the attack may shoot past <u>one</u> friendly model, as long as that model is in a space adjacent to the attacker (including an adjacent diagonal space), and the attack is <u>not</u> being made with a heavy weapon or a spray weapon (both are explained later in the rules). This simulates leaning over your comrade's shoulder to fire past him, or having him lean out of the way to allow you a clear line of fire, or by possibly having the "point man" down in a crouching or kneeling position, allowing the next man in line to fire over him.

The third occasion that a model may shoot past another model is when the attacker wishes to shoot past a friendly model that is <u>not</u> in an adjacent space. As long as the friendly model isn't larger than the intended target, and the attack isn't being made with a heavy weapon or a spray weapon, the attack may proceed. However, there is a chance that the friendly model will be targeted instead of the intended target model.

Make a PER trait check for the attacker with a difficulty level of 2; if the check is successful the intended target may be attacked normally, but if unsuccessful, the friendly model must be attacked instead (i.e. "friendly fire"). Other than these three specific situations, all other models are considered to completely block the LOS for ranged attacks.

Ranged Attacks

When making a ranged attack (also called a "shooting attack"), the first step is to determine the range to the target, as this will determine the range modifier for that attack. All ranged weapons have four "range bands"; short, medium, long, and extreme - but the actual distance for each "band" will vary from weapon to weapon. Count out the distance to the target, remembering to count any diagonal spaces as 1½ spaces.

Next, refer to the profile of the weapon being used to make the attack to determine which range band the target falls under. Attacks made at "short" range have a range modifier of +1d, while attacks made at "medium" range have a range modifier of +0 (i.e. no range modifier). Attacks made at "long" range have a range modifier of -1d, and attacks made at "extreme" range have a range modifier of -2d (note that a ranged weapon cannot be used to attack a target at a distance greater than that weapon's extreme range). Please see the following table.

Range Band →	Short	Medium	Long	Extreme
Range Modifier →	+1d	+0	-1d	-2d

The attacking model should total up its RNG value for the weapon being used, the range modifier, and any other situational modifiers; it should then roll this many dice for its attack roll. In the event that the total number of attack dice is zero or below, the attacking model cannot make the attack, as it is beyond the model's ability to make such an attack. For the target model's defense roll, it should roll as many dice as its DEF value and any modifiers for any cover that it may be hiding behind (cover is explained in more detail later in the rules).

If the attacker's roll is successful (if he rolls more successes than the defender), he has successfully attacked the target. If the rolls are completely tied or if the defender's roll is higher, the attack is negated (i.e. the attack missed, the target managed to dodge the attack, the attack was stopped by cover, etc.) and the target model is unaffected.

When figuring the results of a ranged attack, the number of successes that exceeded the target's roll is used to determine just how successful the attack was. The following list shows the number of successes that exceeded the target's roll, and how those successes are used to affect the target model. As you will notice, ranged successes have fewer possible results than melee successes (since their primary purpose is to inflict damage).

One (1) ranged success can be used to...
...cause the opponent to lose one action on its next activation

Two (2) ranged successes can be used to...
...inflict one damage point (1 DP)

Three (3) ranged successes can be used to...
...disarm the opponent (one weapon of the attacker's choosing)
...inflict 2 DP
   (etc...)

As mentioned previously, the number of damage points (DP) inflicted by a successful attack is always one point less than the total number of successes being used to cause that damage. Ranged successes can also be combined to achieve more dynamic results. Please see the following examples.

Combining three (3) ranged success results can be used to...
...cause the opponent to lose one action and inflict 1 DP

Combining four (4) ranged success results can be used to...
...cause the opponent to lose one action and inflict 2 DP
...disarm the opponent and cause him to lose one action

Combining five (5) ranged success results can be used to...
...cause the opponent to lose one action and inflict 3 DP
...disarm the opponent and inflict 1 DP

Increased Range From Differing Levels

When a model shoots at a target that is on a different level than itself (either higher or lower), the actual range in spaces will be greater than the number of spaces counted out on the playing surface. For each space of difference in height between the attacker and his target, the distance is increased by one space (i.e. one level of difference would add +1 to the distance, three levels of difference would add +3 to the distance, etc.).

Anything less than a full space increment is not counted, so you should round down to the nearest whole space. While this rule may not be very realistic (and it completely ignores the Pythagorean Theorem), it is simple and easy to remember. Also, dealing with the rules for linear diagonal distances (1½ spaces per each diagonal space) should be realistic enough to compensate.

Point-Blank Range Attacks

When two models are in adjacent spaces (including adjacent diagonal spaces), they are considered to be at "point-blank" range, and any shooting attack made at point-blank range may have an additional modifier applied to it depending on the type of weapon being used to make the attack. However, because of the extremely short distance involved, modifiers for cover are never used for a point-blank range attack.

All of the weapon types mentioned here - and their particular attack characteristics - will be fully explained later in the rules in their appropriate sections. Pistol weapons have an additional +1d modifier applied to the attack roll for a point-blank range attack. Hand thrown weapons, carbines, SMG's, rifles, crossbows and longbows (i.e. most "normal" weapons) have no additional modifier applied to the attack roll, but "heavy" weapons have a -1d modifier for point-blank range attacks.

Any explosive weapon that is used to make a point-blank range attack is generally targeted at the ground directly between the two opponents (or even at the center of the adjacent target model's space). This catches them both - and all surrounding models - in the weapon's explosion, and the attack will not deviate regardless of the die roll. Also, hand grenades do not need to make a placement roll when they are used to make an attack at point-blank range - the placement of the grenade is automatic.

If a spray weapon is used to make a point-blank range attack (as opposed to making a normal spray weapon attack), the target model is assumed to absorb the brunt of the attack, so the spray template is not actually used. However, because the target is consumed by the spray weapon's attack, it is attacked twice with two separate attack rolls (although the attacker's PER bonus is only applied to one of those attacks). Please note that a spray weapon is not required to make a point-blank range attack, even if the target model is in an adjacent space.

COVER

As mentioned previously, if the LOS intersects a space that contains a terrain feature or another model, the LOS may be blocked. When a model is partially obscured by some kind of cover (i.e. at least ½ of the model can fit behind the cover, or the cover is at least as tall as the model's groin), that model is considered to be in "partial" cover. If more than ¾ of the model can be obscured by the cover (i.e. the cover is at least as tall as the model's neck), but the model still might be seen by the attacker (even if only a part of the model might be seen), that model is considered to be in "full" cover.

Anything covering less than ½ the model does not count as being in cover at all, and if a model is completely behind some form of cover and it cannot possibly be seen by the attacker (i.e. the cover is as tall or taller than the top of the model's head), that model is in "obscuring" cover and the LOS is completely blocked. Also, hiding behind another model never counts as being in cover, as the intervening model would then become the target of the attack, and that is not allowed (with the exception of "friendly fire", as mentioned previously). Of course, many situations involving cover are very subjective, so they should be agreed upon by the players and/or the GM before any rulings are made.

There are generally two basic types of cover; soft and hard. Soft cover is any cover that would only visually obscure an attack (like foliage and smoke), while hard cover is any cover that would actually stop an attack (like rocks or buildings). Partial soft cover adds a +1 to the target model's DEF value, while partial hard cover increases the target's DEF value by +2. Full soft cover also adds a +2 to the target's DEF, while full hard cover increases the target's DEF value by +3.

A model behind obscuring soft cover can still be attacked (provided that the attacker is even aware that an enemy is present), but the target's DEF value will be increased by +3 against that attack. However, a model that is behind obscuring hard cover cannot be attacked.

A model that is in partial cover (either soft or hard) may make ranged attacks from behind the cover without any penalties due to the cover, but a model in full or obscuring soft cover has a -2d modifier for any attack it makes through the cover (since the attack is essentially being made "blind"), and a model that is behind full or obscuring hard cover may not make any attacks through the cover at all (but it may make an indirect fire attack or a hand grenade attack over the top of the cover).

A model that is behind full or obscuring cover (again, either soft or hard) may expose itself and declare only partial cover. Exposing itself in this way allows it to make ranged attacks from behind the cover without any penalties due to the cover, but it also exposes itself to attacks as well (although the model will still be in partial cover). The following is a list of the various situations for cover and their attack roll modifiers.

The target is behind...	Target's DEF
...partial soft cover	+1d
...partial hard cover	+2d
...full soft cover	+2d
...full hard cover	+3d
...obscuring soft cover	+3d
...obscuring hard cover	may not be attacked!
The attack is being made "blind"	-2d

The Three Space Rule For Cover: a model may ignore and shoot past a low piece of terrain or cover (usually terrain that would only be considered "partial" cover) if it is within three spaces of that cover. Also, a model is considered to be "in cover" if it is within three spaces of a piece of terrain - but this only applies to targets that are on opposite sides of a piece of cover (there are exceptions to this rule, but final judgment should be left up to the GM).

For example; a model that is within 3 spaces of a barricade is shooting over it at a target that is more than 3 spaces away from the barricade on the opposite side. In such a case, the target's DEF value would not be increased due to the cover because the attacker is close enough to the barricade to be able to shoot over or around it. In this example, the target is also too far away from the barricade to gain any cover from it.

However, if the target were also within 3 spaces of the barricade, it would gain the benefit of the cover and its DEF value would be increased (because the target is close enough to the cover to be able to duck behind it). Even though it seems that these two situations should cancel each other out (since both the attacker and the target are within 3 spaces of the cover), this rule favors the target.

Additional Terrain Rule: Dense Foliage (woods & jungles)
Unlike individual bushes or trees, dense foliage represents a thick growth of vegetation that may be difficult to see through or even move through - so dense foliage counts as difficult terrain for movement purposes.

If playing with actual miniature terrain, it may be impractical (and expensive) to have dense areas of miniature foliage on the playing surface, so an area with only a few trees or bushes can be designated as dense foliage - as long as all of the players agree or are aware that the specified area is considered to be dense foliage. Also, the height of the dense foliage will be equal to the height of the most numerous piece of vegetation in the "patch".

Any model on the opposite side of a patch of dense foliage that is at least 3 spaces deep, or a model that is at least 3 spaces deep into a patch of dense foliage, is considered to be in partial soft cover (even if the model can clearly be seen through the foliage from a "model's-eye-view").

If the depth of the dense foliage is 6 spaces or more (for both examples), the model is considered to be in full soft cover (again, even if it can clearly be seen through the foliage). Dense foliage that is 12 spaces deep or more is considered to be obscuring soft cover, and it cannot be seen through at all - it is just too dense. This rule takes precedence over the "three space rule" for cover.

Fast Moving Targets
While not quite the same as cover, a rapidly moving target will be harder to hit and damage, so its DEF value will be slightly higher than that of a slower moving target. Any model that has moved at least 12 spaces or more on the playing surface during its activation is considered to be a fast moving target, and it gains a +1d bonus to its DEF value until its next activation (and this defense bonus is applied to both ranged and melee combat).

Thrown Melee Weapons
A model armed with a close combat throwing weapon (like a throwing knife/dagger/hatchet or shuriken) is assumed to be carrying enough of those individual weapons to be able to last for the duration of the current battle. However, if a model is only armed with a small melee weapon like a combat knife or a dagger (i.e. not a throwing weapon), the model may still throw that weapon (using the profile of a similar throwing weapon), but it will no longer be able to use that weapon as a regular melee weapon - unless the model retrieves that weapon.

If a thrown weapon attack fails to cause any damage to the target, the thrown weapon is assumed to have bounced off the target or landed nearby; if the attack succeeds in causing damage but the target model survives the attack, it is assumed that the target has removed the thrown weapon and simply tossed it aside. Place a marker of some kind in the target model's space to indicate the presence of the thrown weapon. A model may retrieve a thrown weapon on any turn following the attack, but only under certain conditions.

A model may only attempt to retrieve a thrown melee weapon if there are no hostile model in the space the thrown weapon is in, or in any of the spaces adjacent to that space (this means that unless the original target was killed, moves away, or is subsequently killed by another model, the thrower may not attempt to retrieve the thrown weapon). The thrower must then move into the space containing the thrown weapon, and spend 1 action to retrieve the weapon. Also, thrown weapons do not have a "point-blank" range.

Pistol Weapons

Pistol weapons are versatile because they can be fired normally to make a ranged attack, or they can be used in close combat as part of a model's melee attack - adding the pistol's ATK value to the model's MEL value as if it were for a normal melee weapon. However, a pistol used in melee combat does not gain the +1d modifier for making a point-blank range attack; either a model is focusing on shooting the pistol accurately or it is using it as a close combat weapon - but not both. Pistol weapons are noted with a "P" on the Special column of a weapon's profile.

Heavy Weapons

Weapons of considerable size and bulk are all considered to be "heavy", and a model armed with a heavy weapon may have its MOV reduced by a certain amount depending on how large or massive the weapon is. There are three classes of heavy weapon; "Heavy" (noted as H on the Special column of a weapon's profile), "Very Heavy" (noted as H1), and "Extremely Heavy" (noted as H2 on the Special column of a weapon's profile).

A "very heavy" weapon (H1) reduces a model's MOV by 1 space (-1 MOV), and an "extremely heavy" weapon (H2) reduces a model's MOV by 2 spaces (-2 MOV). However, a weapon that is only "heavy" (H) does not reduce a model's MOV at all, so the weapon could be considered "hindering" or "hard-to-handle", as opposed to actually being "heavy".

A model with a STR of 3 or more cancels out a level of "heaviness" - so an H2 heavy weapon would be treated as H1, and an H1 heavy weapon would not have any movement penalty at all (although it would still be considered a "heavy" weapon, since a model's strength cannot remove a weapon's "heavy" quality, only the movement penalty incurred by the level of "heaviness"). This means that the heavy weapon would still only be able to fire using the restricted 90° firing arc (as mentioned previously).

If a model armed with a heavy weapon is also armed with an additional weapon (like a pistol), it may shoot that weapon instead of the heavy weapon. Several sample weapons are listed later in the rules, but when assigning values to new weapons, it will be up to the GM to determine the level of "heaviness" for a heavy weapon.

Crew-Served Heavy Weapons & Weapon Platforms

Some heavy weapons require a two-man crew (or "fire team") to transport and fire the weapon - to carry all of the extra ammo and equipment and such. All crew-served weapons are classified as "H2" heavy weapons, but since each member of the crew is carrying part of the load, the movement penalty is only -1 MOV instead of -2 MOV. However, this reduction in movement only applies to the "firer" (the model actually carrying and/or operating the weapon); the "loader" does not have his MOV reduced at all, allowing him to more easily get in position to "feed" the weapon.

If the heavy weapon is on some kind of weapon platform, and the firer is on a separate base from the weapon, he must be in a space directly behind or to the side of the weapon in order to fire it (the firer may not be in the space directly in front of the weapon or in a space diagonal to it and still be able to operate the weapon).

Regardless of whether the heavy weapon is on a separate base from the firer or not, the loader must be in a space directly adjacent to either the firer or the weapon if it is to be fired (again, not in a space diagonal to the firer and not directly in front of the weapon).

If one or both of the weapon's crew are out of position, the heavy weapon may not be fired, but the crew may still fire with their personal weapons (i.e. "small arms") normally. Also, if the loader of the crew is incapacitated or killed, the firer may not move with the weapon (except to change facing) if he wishes to continue using it, as this would mean leaving the ammo and any extra gear behind.

Finally, the loader may not carry or fire any kind of heavy weapon of his own, as he would be unable to assist the firer with his heavy weapon if he did so.

Sniper Weapons

A sniper weapon may gain one of two special bonuses when making a ranged attack, but only one bonus is allowed per attack, and the bonus must be specified before the attack is made. Also, the model using the sniper weapon must be a trained sniper - you can't just hand a sniper weapon to a farmer or an office clerk and expect him to be an expert shot.

The bonuses that a sniper weapon can receive are; a +1d modifier can be added to the weapon's ATK value to represent better accuracy at longer ranges (or possibly a more deadly shot at shorter ranges), or the shooter may re-roll one of the attack dice for the attack and choose the better result (giving the sniper another chance to make the kill). Alternatively, the sniper may roll an additional die when making the attack and discard the lowest result (in either case, the outcome is about the same).

However, these bonuses may only be gained if the sniper weapon is used against a target that is in the restricted 90° firing arc. If a sniper weapon is used to attack a target in the standard 180° firing arc for normal weapons, or if it is not used by a trained sniper, it will be treated as a normal weapon and the attack will not be able to take advantage of the sniper weapon's unique characteristics. Sniper weapons are noted on the Special column of a weapon's profile with an "Sn".

Autofire Weapons & Burst Fire

Autofire weapons have a high rate of fire, firing several shots with a single attack instead of just one shot as with most weapons. This means that they have a higher ATK value and roll more dice for their attack rolls than most other weapons.

Normally, an attack from an autofire weapon will focus all of its attack dice on a single target, increasing the chances of a kill or of causing more damage to larger or tougher targets. However, the attack dice may be split up among several targets that are in close proximity to each other - this is called "burst fire", and it sacrifices some of the weapon's accuracy and attack power for the ability to hit multiple targets with a single attack.

Autofire weapons are listed with an "A" under the Special column of a weapon's profile, followed by a number - that number being the weapon's "autofire rating". The autofire rating is the minimum number of attack dice that must be assigned to each target of a burst fire attack. This is to represent that not all autofire weapons fire a hail of low-damage rounds; some fire fewer but larger more powerful rounds.

When making a burst fire attack, the weapon's minimum number of attack dice must be allocated to each target of the attack. If there is another hostile target in a space that is directly adjacent to the initial target (i.e. in a space that shares a "side" with the initial target, and <u>not</u> in an adjacent diagonal space), and the attacking model has a clear LOS to this new target, attack dice may be allocated to that target as well (provided the weapon still has the minimum required number of attack dice remaining). Please see the following diagram.

These two targets are directly adjacent

These two targets are not directly adjacent

= attacker   = target models
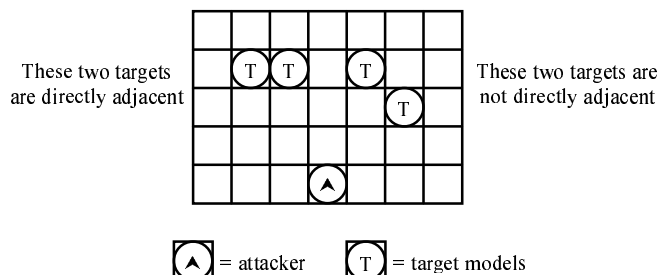
If the nearest hostile target to be attacked by the burst fire is not in a directly adjacent space, it may still be attacked, but one of the weapon's attack dice must be sacrificed for each space that the burst fire must "walk" across (in other words, bridging the gap between the two target spaces will expend some of the weapon's damage potential as the wasted shots hit the ground or whiz harmlessly by between the two target models).

Any number of targets may be attacked with burst fire, as long as the targets are close enough to each other and the weapon has enough attack dice to be able to "pay" for any gaps between the targets (again, each empty or diagonal space subtracts one of the weapon's total attack dice).

One final note: burst fire cannot "skip" any targets. If there are two hostile targets on either side of a friendly model, and the attacker wants to use burst fire to shoot at the hostile targets, the friendly model must also be attacked (this includes any friendly model that is in a space directly adjacent to and/or between two hostile targets that are in spaces diagonally adjacent to each other).

Scatter Weapons

Scatter weapons (like shotguns) fire a spread of several smaller projectiles with a single shot, so they roll multiple attack dice each time they are fired. The effect is similar to an autofire weapon's burst fire, but only a single target may be hit with all of the attack dice. Scatter weapons are extremely effective "up close", so any attack made at point-blank range adds an additional +1d modifier to the weapon's ATK value (ATK +1). Scatter weapons are noted on the Special column of a weapon's profile with an "Sc".

Blast Weapons & Deviation

Any weapon that has an explosive or area effect is called a "blast" weapon, and it attacks not only the targeted model (or even an empty space), but also all of the surrounding adjacent spaces as well - including any adjacent diagonal spaces. Blast weapons have their ATK values listed in parenthesis "( )" on the weapon list (to represent the damage occurring within the weapon's blast radius), but some blast weapons may even have two ATK values; one for the specific target of the attack (listed without parenthesis), and one for any targets caught in the weapon's blast (listed normally in parenthesis).
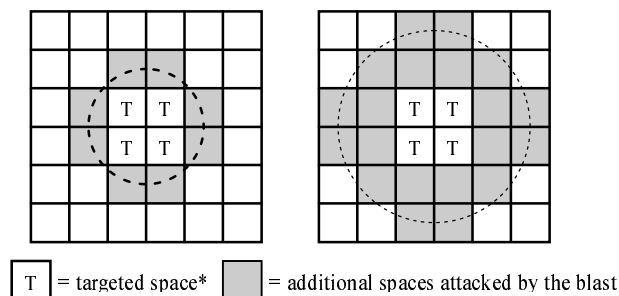
Weapons using the small 3" circle on the blast template are noted with a lower-case "b" on the special column of a weapon's profile, while weapons using the larger 5" circle (the actual full size of the blast template) are noted with a capital "B" (the blast template appears on page 30 of the rules).

The actual number of spaces attacked by a blast weapon depends on which circle of the blast template is being used, and how the blast template is positioned on the playing surface. There are two ways to place the blast template; centered on an actual space, or centered on the intersection of four adjacent spaces. The following diagrams illustrate the two different sized explosions and how they may be positioned on the playing surface.

Centered on a Space

= targeted space   = additional spaces attacked by the blast
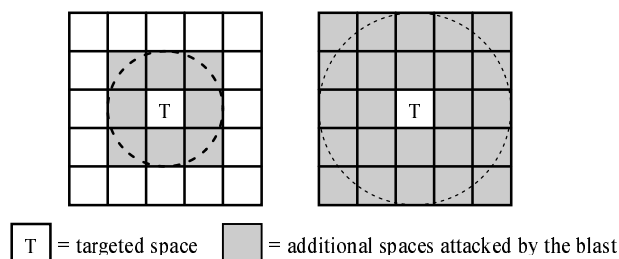
Centered on an Intersection

= targeted space*   = additional spaces attacked by the blast

* only <u>one</u> of these spaces may be selected as the targeted space (or the initial target of the attack), the rest are attacked normally by the blast

To make an attack with a blast weapon, designate a target as you normally would for a shooting attack (i.e. within the attacker's LOS and within the weapon's firing arc) - this will be the "initial" target of the attack that is in the center of the blast. The initial target could be an enemy model or even just an empty space (in the event that the attacker is trying to catch several models in the blast radius of the explosion). If targeting the intersection of four adjacent spaces, the attacker must be able to see the actual intersection in order to make this kind of placement.

Generally speaking, most models (other than extremely large ones) do not block the LOS for a blast weapon attack - especially when targeting just an empty space or the intersection of four adjacent spaces. Of course, the final judgment should be left up to the GM.

Once the initial target has been determined, the attacker should make a normal attack roll against that target (i.e. the model's RNG value for the weapon being used, the range modifier, and any situational modifiers); the target then gets to make a normal defense roll (i.e. its DEF value, and any modifiers for cover).

However, any cover that the target may be hiding behind counts as one level less than usual against blast weapons - and this applies to all targets affected by the blast (i.e. under the blast template). If any of the attack dice roll a success - regardless of whether any damage was done to the initial target or not - the attack lands where desired, but if all of the dice fail to roll a success, the attack is off target and will deviate in a random direction (the distance to be determined by the range the attack was made at).

If the attack was made at short range, the blast will deviate only 1 space, but if it was made at medium range, the blast will deviate 2 spaces. If made at long range, the blast will deviate 3 spaces, and if the attack was made at extreme range, it will deviate 4 spaces. Please see the following list.

If the attack range band is...	The blast will deviate...
...short	...1 space
...medium	...2 spaces
...long	...3 spaces
...extreme	...4 spaces

To determine the direction of the deviation, roll 1d8; a roll of "1" will place the attack in the direction of the attacker, while a roll of "2-8" will place the attack in one of the other seven directions going clockwise around the target (deviation marks appear on the blast template on page 30, so you may also use it to determine the direction of a blast weapon's deviation).

For every model affected by the blast other than the initial target of the attack (i.e. every model under the blast template), they are attacked with only that weapon's ATK value (listed in parenthesis). The attacking model's PER trait (and therefore, its RNG value) is not a factor when determining the damage for a blast, as the blast itself attacks anything and everything indiscriminately, regardless of how skilled the attacker is.

Every affected model gets to make a defense roll using its DEF value plus any modifiers for cover (relative to the center of the blast and at one level less than usual), but the defense roll is made without the model's DEX bonus, as no amount of agility or reflexes is going to allow a model to "dodge" an explosion.

Also, every model caught in the blast of an explosive weapon (including the initial target) is automatically "stunned", regardless of the result of the attack roll (even if the model suffers no actual damage from the attack - stun is explained in more detail later in the rules).

Indirect Fire Attacks

Some blast weapons are also "indirect fire" weapons, meaning that any attack made with them is launched in an arc over most terrain features. Indirect fire weapons don't make a normal attack roll - they make a "placement" roll using only the attacker's PER trait, its DEX bonus, and the range modifier (since the weapon's explosive effects have no significant bearing on the accuracy of the placement of the attack).

When making the placement roll for an indirect fire attack, any cover that the initial target (or target location) may be behind is ignored. If the attacker does not have a direct LOS to the target, but some other friendly model does, the indirect attack may still proceed - but because the attack is being made "blind", the attacker will have a -2d modifier applied to the placement roll. If there is no LOS of any kind to the target, the indirect fire attack may not proceed.

Once the target has been determined, if any of the placement dice roll a success, the attack lands where desired, but if all of the dice fail to roll a success, the attack is off target and will deviate as mentioned previously in the section on Blast Weapons & Deviation.

Every model affected by the blast (including the initial target of the attack) is attacked with only the weapon's ATK value (listed in parenthesis) versus the target model's DEF value (minus DEX bonus) plus any modifiers for cover (relative to the center of the blast and at one level less than usual). And of course, every model caught in the blast is automatically stunned (as mentioned previously). Indirect fire weapons are noted with an "In" on the Special column of a weapon's profile.

Hand Grenades

A hand grenade can be anything from a primitive molotov cocktail to a traditional fragmentation grenade to a high tech energy detonator - any kind of hand-thrown explosive is considered to be a hand grenade. Hand grenades are essentially indirect fire blast weapons, and they can be thrown over any obstacle that is up to 3 spaces in height without changing the distance (i.e. the range) of the throw. However, if an obstacle is over 3 spaces in height, each space (or fraction thereof), increases the distance of the throw by 1 space.

There are two different ways to make a hand grenade attack; the grenade can be "thrown" or it can be "tossed". When a hand grenade is "thrown", it can be placed up to 10 spaces away from the attacker (6 spaces diagonal), and within the restricted 90° firing arc.

When a hand grenade is "tossed", it can only be placed up to 3 spaces away from the attacker (2 spaces diagonal), and within the 180° firing arc - but the attacking player may then move the tossed grenade one additional space in any direction (including out of the attacker's LOS). This simulates bouncing the grenade off of a wall or some other tactical maneuver to get the grenade to land in the most advantageous position possible. In either case, the attacker should then make a placement roll for the grenade using only the attacker's PER trait and its DEX bonus (due to the special nature of a hand grenade attack, a range modifier is not used).

If any of the dice roll a success, the grenade stays put, but if all of the dice fail to roll a success, the grenade will deviate one space - and the opposing player gets to choose the direction of the deviation (this is to simulate the target model possibly pushing or kicking the grenade away from itself).

Please note that a hand grenade cannot occupy the same space as an impassable object or some other tall terrain feature - but it can occupy the same space as another model or a low piece of terrain (i.e. one that is less than one space in height). Once the placement of the grenade has been finalized, it explodes (see the previous section on Blast Weapons for details on how blast damage is resolved).

A hand grenade attack can also be made even if the attacker does not have a direct LOS to the target space (or to the intersection of the four adjacent spaces); at that close range, just hearing the enemy rustling around should be enough to know where to roughly target a hand grenade. However, the placement roll will still have a -2d modifier applied to it for being a "blind" attack.

Hand grenades are noted with a "G" in the Medium Range ("M") column of the weapon's profile. Also, all hand grenades are automatically considered to be "slow" weapons, (explained later), so they will not have the additional listing for being "slow" on the grenade's profile.

Spray Weapons

Weapons like flame throwers that attack with a "spray" or a "stream" of fuel or chemicals (or some other substance) are all referred to as "spray" weapons, and they use the triangular-shaped "spray template" from page 30 of these rules to indicate their range and the area of their effects.

Since there can be a variety of spray-type weapons available in various game settings, this game has two different sizes of spray template; the larger 5½" long template (the full size of the actual template), and the smaller 2½" long template (marked with a line halfway down the length of the full-sized template). Weapons that use the large spray template will be noted with an upper-case "SP" in the Medium Range ("M") column of the weapon's profile, while weapons that use the smaller spray template will be noted with a lower-case "sp".

Extremely small spray weapons like "hand-held" flame units or "flame pistols" would use the smaller spray template, but all other "larger" flame weapons can use either the large spray template or the small spray template - depending on how much area the attacker wants to cover with that particular attack (more on this later).

A spray weapon may normally only be used to attack targets within the restricted 90° firing arc, even if the spray weapon itself is not considered to be "heavy". The exception to this is if the spray weapon is also a pistol weapon, in which case it may use the standard 180° firing arc for most weapons.

When making an attack with a spray weapon, place the spray template on the playing surface so that the narrow end of the template is in contact with the base of the model that is making the attack (or at least, so it is in contact with the edge of the space that the attacking model is in). The wide end of the template should then be placed so that it is covering the targets to be attacked.

The following diagrams illustrate the spaces that can be attacked by a spray weapon of either type (using the large and small spray templates); the dotted lines represent the placement of the templates, and the numbers show the range from the attacker.
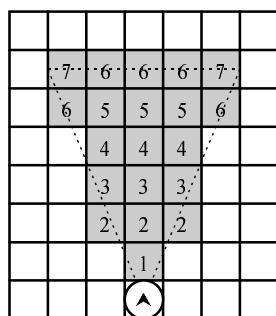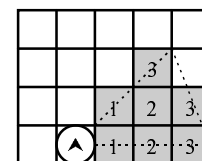

Spray Template facing the front
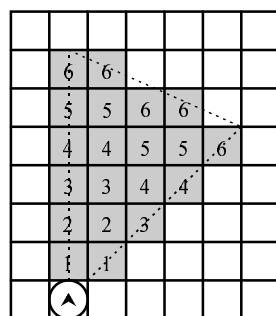
Spray Template facing the side, but still within the 90° Restricted Firing Arc

 = attacker   = spaces that may be attacked by the spray weapon
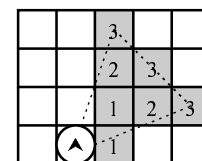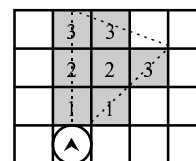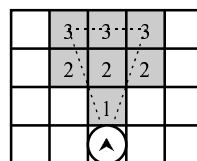
These diagrams show a weapon using the smaller flame template; notice that the two diagrams to the right also show the firing arcs covered by a pistol weapon using the small flame template

 = attacker   = spaces that may be attacked by the spray weapon

When making an attack with a spray weapon, the attacker still needs to have a clear LOS to the models being attacked. However, other models do not block the LOS in the case of spray weapons - although any intervening models cannot be "skipped", similar to a burst fire attack.

Once the placement of the template has been finalized, every model affected by the template is attacked (including any model whose base is only partially covered by the spray template if not using a grid map). Make a separate attack roll against each affected target using only the weapon's ATK value. One of the affected targets may be designated as the primary or initial target of the attack, and the attacking model may apply its PER bonus and DEX bonus (i.e. its full RNG value for that weapon) to the attack roll against that target only.

Each affected target gets to make a normal defense roll using its DEF value and any modifiers for cover. Spray weapons do not "miss" in the normal sense, they just fail to cause damage to the intended target(s). If a spray weapon capable of using the large spray template uses the smaller spray template instead (possibly to keep any nearby friendly models from being attacked accidentally), each target under the small template is attacked with an additional +1d to the weapon's ATK value - similar to an attack made with a scatter weapon at point-blank range.

Slow Weapons

Weapons that take a long time to fire, or weapons with particular firing characteristics (i.e. difficult to aim or load, having a lengthy "charge" time, etc.), are considered to be "slow", and they take 2 actions to fire instead of just 1 action like most weapons. Slow weapons are noted with an "S" on the Special column of a weapon's profile (except for hand grenades, which are automatically considered to be slow).

Reloading Weapons

Weapons that have very limited ammunition (especially single-shot weapons like crossbows and muskets), require the model to take a "reload" action every time the weapon is used (or at least, prior to making the next attack with that particular weapon). Reloadable weapons (ones that must be reloaded every time they are fired) are noted with an "R" on the Special column of a weapon's profile.

Optional "Out Of Ammo" Rule For Ranged Weapons

In general, it is assumed that a model is carrying enough ammunition for the ranged weapon(s) that it is armed with - but every so often, it must take the time to actually reload those weapons. To represent this, every time a ranged weapon (other than a reloadable weapon, explained previously) is used to make an attack, the attacking player should roll 1d8; if the roll is a 1, that attack has emptied the weapon, and the model must take a reload action before it may use that weapon again.

Models With Two Ranged Weapons

A model armed with two ranged weapons may attack with both of them for a single action, and the two weapons can be anything but a combination involving a heavy weapon or a sniper weapon. The ATK values of both weapons are added together and the attack is made normally with a single attack roll, but a -1d modifier is applied to that attack roll. Also, the attacking model may only attack a single target with both weapons.

If one of the weapons takes more actions to fire than the other (due to being "slow" or some other effect), the higher of the two action costs must be paid to make the attack. If the attacking model wishes to attack two separate targets with the two weapons (i.e. one target each), the attack rolls are made separately, but a -2d modifier is applied to each attack roll. Also, any re-rolls may only be applied to the attack roll of just one of those weapons.

DAMAGE & STUN

If an attack is successful, the next step is to determine how much damage is inflicted by the attack. As explained previously, the number of "successes" scored by an attack (or counter-attack in the case of melee combat) is used to determine the number of Damage Points (DP) inflicted by that attack. When a model's DP trait is reduced to zero, it is considered to be unconscious and it is placed on its side, and at less than zero DP, it is considered to be "killed" and it is removed from play. Alternatively, a "killed" model may be left on the playing surface to represent the carnage of battle.

As mentioned previously, when a model is caught in the blast of an explosive weapon, it is automatically "stunned", regardless of the result of the attack roll (even if the model suffers no actual damage from the attack). A stunned model must spend its next activation (and all of its available actions) recovering from the stun, and it cannot act again until the following turn (the turn after it recovers from the stun).

Also, once a model is stunned, it may not perform any reactions until it recovers from the stun, and if a stunned model is attacked in melee combat, it cannot fight back, so it only gets its DEF value (minus any DEX bonus) for protection (similar to being attacked by a blast weapon's explosion).

The Motivation Phase & Motivation Checks

The *Motivation Phase* takes place at the end of each turn (after every model in play has finished taking their actions). Its main purpose is to determine the resolve of the remaining cohorts in play (both the players' and the GM's). Every surviving cohort must make a Motivation (MOT) trait check during the motivation phase, and the difficulty level of the MOT check is based on two things; the number of casualties that the party sustained, and the amount of damage done to the cohort.

The basic difficulty level of the MOT check is equal to half the number of characters or models in the party that were killed or incapacitated in the current turn (round down). This is modified by adding the actual number of DP that were inflicted on the cohort during the game. Also, if half or more of the entire party has been killed during the course of the adventure, the difficulty level of every MOT check for the surviving cohorts is increased by one level.

So for example, if three party members were killed in the current turn, the basic difficulty level for the MOT check of every cohort in the party would be 1 ($3 \div 2 = 1.5$, rounded down to 1). If the cohort had taken 1 DP during the adventure, the difficulty would be raised to 2. If at the time of the MOT check over half of the party had already been killed, the difficulty would be raised to 3.

If a cohort fails its MOT check, it will "fall back" away from any visible opponents, or towards a direction where there are no opponents or that is known to be "safe" (e.g. out of the haunted forest, or towards the dungeon's entrance or the opening of the alien hive - we will refer to this safe point as the "exit"). Place a "fall back" marker next to the cohort to indicate its status. During the cohort's next activation, move the model towards the exit at its normal movement rate (essentially taking a "walk" action). The cohort may still make attacks while falling back, but it must take the most direct (or the least hazardous) route towards the exit.

On the cohort's next motivation phase (the one after it began to fall back), it may choose to make a voluntary MOT check to see if it can recover some of its resolve and halt its withdrawal - this is called "rallying". Each model is only allowed to make a single MOT check during the motivation phase, so if the model has to make a compulsory MOT check due to taking additional DP or party casualties, it loses its chance to rally. If the cohort fails to rally, it continues to fall back towards the exit as described above.

If while falling back the cohort takes additional DP or party casualties and fails yet another MOT check (and a failed rally attempt does not count as a failed MOT check), it will begin to "retreat", moving at double its normal movement value towards the exit (the equivalent of taking a "run" action). Place a "retreat" marker next to the model to indicate its status. A retreating model may only make ranged attacks at targets that are between itself and the exit, but this also includes any targets that are off to the sides and that could possibly intercept the retreating model or cut off its escape route.

A retreating cohort may attempt to rally during the following motivation phase, and if successful the model will be reduced to "falling back" status and it will no longer be "retreating" (and on the following motivation phase, it may attempt to rally again to halt its withdrawal altogether). However, if a withdrawing cohort (either falling back or retreating) reaches the exit or the edge of the playing surface, it is considered to have fled the area and it is counted as a casualty.

When a cohort is retreating, it may only fight in melee combat if it is engaged by an opponent - it may not initiate any melee combat on its own. Also, a withdrawing cohort (again, either falling back or retreating) must continue to head for the exit at every opportunity, breaking off any melee combats and continuing to move towards the exit during its activation.

17

There may be times during a game that a cohort will be required to make a MOT check that is not related to the model actually taking any DP or party casualties - usually due to a specific set of circumstances or some special ability that an opponent may have, but these will be mentioned later in their appropriate sections. In such a case, the cohort still loses its chance to rally as if it had actually taken damage or party casualties. Regardless of the reason for the MOT check, a "MOT" marker should be placed next to the model as a reminder that a MOT check needs to be made on the next motivation phase.

Models With Larger Bases (40mm, 50mm & 60mm)

Most 25mm and 28mm miniatures are mounted on a standard 25mm (1") base (and occasionally, on a slightly larger 30mm base); these models take up only a single space on the game board, and are usually considered to be between one and two spaces in height. However, larger models are typically mounted on bases ranging anywhere from 40mm to 60mm (and possibly even larger), and these larger models take up more spaces on the game board.

Models mounted on 40mm and 50mm bases take up four spaces, with the intersection of the four spaces under the center of the model's base, while models mounted on 60mm bases take up nine spaces, with the model centered over the space in the center. A model on a 40mm base is typically considered to be between one and three spaces in height, while models on 50mm and 60mm bases are considered to be between two and four spaces in height.

All movement for a model mounted on a large base is still made in one-space increments using the normal rules for movement, but any movement must be "legal" for all spaces occupied by the larger base (i.e. if each of the spaces of the large base were occupied by an individual model on a smaller base, any movement would have to be permitted by the rules for each of those spaces in order for the model on the larger base to be able to make that move).

If <u>any</u> of the spaces occupied by a large model's base move through an area of difficult terrain, the model must pay double the MOV cost for those spaces of movement. Also, a model on a large base may <u>never</u> move diagonally between two other models that are diagonally adjacent to each other - regardless of the size of those models (there just isn't enough room).

A model on a large base may "squeeze" into an area roughly half its size (i.e. two spaces long and one space wide for 40mm and 50mm bases, and three spaces long and two spaces wide for 60mm bases), but this "squeeze" movement counts as difficult terrain, and costs double the MOV cost. Also, a model squeezing into a small area has its DEX trait reduced by 1 point (-1 DEX), while it remains in that area (to represent the impairment of operating in a confined space).

All of the spaces covered by a large model's base are considered to be "occupied" by that model for LOS purposes. Weapons that can attack multiple spaces with a single attack (i.e. autofire weapons using burst fire, blast weapons and spray weapons) can attack large models multiple times. However, the spaces that are occupied by the large model and that are going to be attacked must be directly adjacent to each other (i.e. they must share a "side" and not a "corner").

For burst fire and spray weapon attacks, all of the spaces to be attacked must be within the LOS of the attacker and within the firing arc of the weapon being used to make the attack; for blast weapon attacks, only the center of the blast needs to be within the attacker's LOS and the weapon's firing arc.
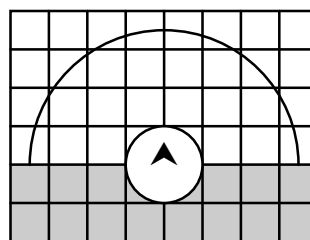
The following series of diagrams will illustrate the melee attack ranges and the various firing arcs for models mounted on large bases.
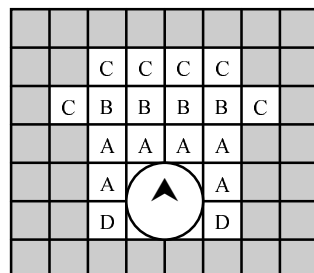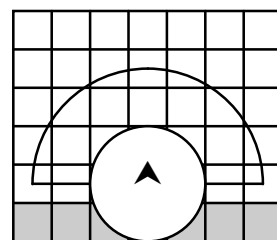

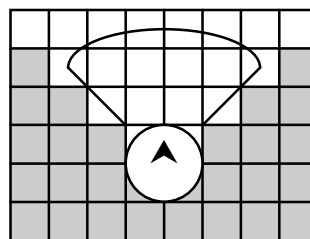Melee Attack Range - 40mm & 50mm
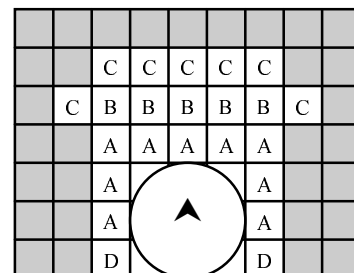
Melee Attack Range - 60mm

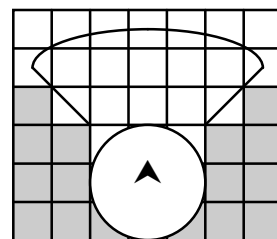Standard Firing Arc - 40mm & 50mm

Standard Firing Arc - 60mm

= the model may not shoot into these spaces


Restricted Firing Arc - 40mm & 50mm

Restricted Firing Arc - 60mm

= the model may not shoot into these spaces

Optional Rules For Models With 40mm & 60mm Bases

Models mounted on 40mm and 60mm bases have the option of taking up fewer spaces on the game board than they normally would. A model with a 40mm base may be placed so that it takes up only a single space, and a model with a 60mm base can fit into just four spaces.

Models placed in this way may not be placed in spaces directly adjacent to each other on the game board (i.e. they may not be placed in spaces that share a common "side", but they may be placed in spaces that are diagonal to each other and that share a common "corner"). The following diagrams show the proper placement of models mounted on 40mm and 60mm bases when they are taking up fewer spaces.
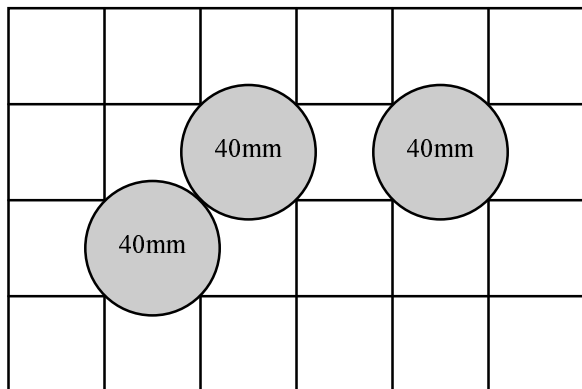
Alternate placement of models mounted on 40mm bases
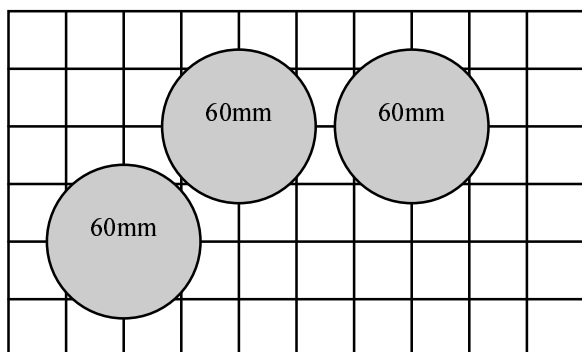
Alternate placement of models mounted on 60mm bases

This restriction on placement is to represent that while these models may be able to fit into a smaller area without actually using the rules for "squeezing", they will not be able to maneuver well enough to operate in close proximity to each other. This will force the player with the larger based models to think more strategically (to prevent smaller based models from taking advantage of the larger model's limited mobility).

A large model taking up fewer spaces will still have to pay the movement cost for "squeezing" into places like narrow corridors or doorways - the same as they would if they were taking up the usual number of spaces. However, they will not be able to fit into an area even smaller than they are currently occupying (i.e. one space wide for 40mm bases and two spaces wide for 60mm bases). Also, a model on a 40mm base that is taking up just a single space on the game board may never move diagonally between two other models that are diagonally adjacent to each other - since it's still a model on a larger base, and they are never permitted to do so.

However, large models may move through empty spaces that are in-between two other large models that are also taking up fewer spaces (provided they can fit), but they are not allowed to end their movement in a space directly adjacent to one of those models.

Models that are mounted on 25mm and 30mm bases are allowed to be in any space adjacent to a model on a larger base, but you may have to nudge some of the models over a bit to make them all fit together on the game board. Large models taking up fewer spaces may be placed normally next to other large models that are taking up the usual number of spaces.

While there are many restrictions for a large model taking up fewer spaces, there are also some advantages. First off, fewer opponents can engage the larger model in melee combat at any one time. Also, the model's "footprint" is smaller, which reduces the number of times it can be attacked by an area effect weapon.

Remember, these rules for larger based models taking up fewer spaces are entirely optional, and they should be agreed upon by all players before being used in a particular game.

MOUNTED TROOPS

A "mount" could be anything from a horse to a giant lizard, or from a motorcycle to a jetbike - anything that will normally carry a single trooper into battle (and on occasion, two troopers) is considered to be a mount. Mounted troops have the advantage of speed over regular ground troops.

Most mounted troop models are mounted on a "cavalry" base (typically 2 spaces long and 1 space wide). Some may even be mounted on a 40mm, 50mm, or 60mm base, but these are rare. Although a rider and its mount share a common base, they are still considered to be separate models, so they have their own individual character traits and are attacked separately (although they do share the same initiative and are activated together). Mounted troops are primarily treated as regular troop models, but with better movement values (which must be assigned from the following list).

Mounted Troop Movement (MOV) ratings
  6 = normal mount (horse)
  7 = quick mount (fast horse, flightless bird)
  8 = fast mount (hunting lizard, giant insect)
  9 = wheeled mount (motorcycle, ATV)
 12 = flying mount (winged beast, jetbike)

When making an attack against a mounted unit, roll 1d6 to determine whether the rider or the mount is hit; on a roll of "1-4", the mount is hit, and on a roll of "5-6" the rider is hit. A model taking an "aim" action or using a targeter may apply those bonuses to this roll instead of to the attack roll (rolling the additional dice and choosing the better result), but they may not apply the bonuses to both rolls.

Mounted Troop Movement

Mounted troops have a movement value rated in spaces just like other models, but unlike regular troop models, mounted troops must pay for any facing changes they make. Also, the direction of the mounted unit's movement affects how far it can move; a mounted unit moving directly forward may use its full movement, but moving backward, diagonally or sideways allows it to use only half of its available MOV. Moving in any direction other than directly forward is treated as "difficult" terrain, costing double for each space of movement (this is in addition to any actual difficult terrain costs).

A mounted unit may change its facing by 90° by spending one space of its MOV, and a mounted unit may make as many consecutive facing changes as it can afford to make based on its current MOV value. For mounted units on cavalry bases, the model should pivot on the rear half of its base when making a facing change.

Also, not only should the space that the model is moving into be empty, but the space that the model is moving through should be empty as well (please see the following diagram).

Before facing change   After facing change

= spaces the mounted unit must move through or into
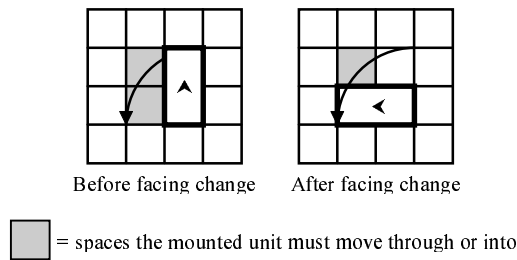
Difficult terrain for mounted troops is handled exactly the same as for regular troop models, paying double for each space of movement over or through the difficult terrain. Hovering units may ignore all but the tallest terrain features (at the discretion of the players and/or the GM), and flying units may ignore terrain features altogether.

DOORS

A model may attempt to force its way through a door either by breaking it open or breaking it down (i.e. destroying it). To break a door open, the model must spend 1 action and make a STR trait check with a difficulty level equal to the door's DEF. If successful, the door is opened (not destroyed), and it may be closed again.

When attempting to break a door down, the door is treated just like any other target, with the attack roll attempting to beat the door's defense roll. In the case of a melee attack against a door, the attacking model cannot be harmed even if the door scores more successes (since the door isn't actually "fighting back").

There are several types of door, ranging from typical standard dwelling doors to pressurized bulkheads. Most doors have only 1 DP, but "reinforced" and "heavy" doors each have 2 DP.

Door Type	Defense (DEF)	Example
flimsy	1d	primitive dwelling door
weak	2d	economy dwelling door
normal	3d	modern dwelling door
reinforced	4d	security door, airlock
heavy	5d	vault door, bulkhead

TRAPS

Traps have two characteristics; difficulty and lethality. A trap's difficulty level represents its complexity and how concealed the trap is, whereas a trap's lethality level represents how much damage the trap inflicts when triggered.

When attempting to spot a trap, a model must be in a space adjacent to the "trapped" space (or the space that contains the trigger for the trap - this also includes any diagonally adjacent spaces). To spot the trap, the model must make a successful PER trait check against the trap's difficulty level (rolling as many or more successes than the trap's difficulty). The following are some typical trap types and their difficulty levels.

Trap Type	Difficulty Level
- exposed or visible trigger (e.g. trip wire)	1
- covered or concealed trigger (e.g. pressure plate)	2
- well concealed trigger (e.g. laser trip wire)	3
- no obvious trigger (e.g. magical or motion activation)	4

When attempting to bypass or avoid a trap's trigger, the model must move into the "trigger" space and make DEX trait check (adding its PER bonus to the check) against the trap's difficulty level. If successful the trap does not activate and the model may move out of the trigger space unharmed. However, if unsuccessful the trap is triggered and the model is attacked with an ATK value equal to the trap's lethality level, and the model gets no DEF against the trap's ATK (it is assumed that the trap is designed in such a way that no amount of armor will protect the model from the insidious nature of a deathtrap).

A model may attempt to disarm a trap, but it must be in a space adjacent to the "trigger" space (again, including any adjacent diagonal spaces). The model must make a PER trait check (adding its DEX bonus to the check) against the trap's difficulty level +2. If the model has the "spot/disarm trap" skill (explained later), the difficulty is the trap's actual difficulty level. If the check is successful the trap is rendered harmless, but if unsuccessful the trap is immediately triggered and the model is attacked as described previously.

When attempting to...	Make a trait check using the model's...
...spot a trap	...PER trait
...disarm a trap	...PER trait + DEX bonus
...bypass a trap	...DEX trait + PER bonus

(checks are made against the trap's difficulty level)

DESIGNING YOUR CHARACTERS

This game does not use a point system, so it will be up to the players and/or the referee to determine what would be "fair" in any given scenario.

SPECIAL SKILLS, ABILITIES & EQUIPMENT

The following section lists various skills, abilities and equipment that can be assigned to your models at the discretion of the players and/or the GM. This list is by no means exhaustive or set in stone, so feel free to add to it if you and your GM come up with your own ideas (or if you find a concept from another set of rules that you particularly like).

Blind Devotion: this ability allows a "devoted" cohort model (like a body guard) to sacrifice itself for another nearby friendly model. Any shooting attack (not including an attack made at point-blank range) may be re-allocated to a nearby "devoted" model, but only if the devoted model is within the attacker's firing arc and within 2 spaces of the targeted model. The devoted model may then move one space (for free) into a space adjacent to the targeted model, and it is attacked normally as if it were the intended target. However, if there isn't an empty space adjacent to the target for the devoted model to move into, it may not "take the hit" for the intended target.

Climbing: this skill (which could also be attributed to utilizing specialized equipment or having an innate or natural climbing ability) allows a model to scale sheer surfaces like walls and cliffs - treating this type of impassable terrain as an incline (i.e. "difficult"), and an incline as a slope (i.e. without any penalty to the model's MOV). When a DEX trait check is required for any kind of climbing feat, the difficulty level is lowered by one level (which may even afford the model an automatic success).

Dodge/Evade: this skill gives a model the chance to completely evade the damage caused by any attack that has successfully caused damage (it is usually reserved for martial artists or models that are cyber-enhanced). Have the model make a DEX trait check with a difficulty level of 2; if the check is successful the model dodges the attack and it causes no damage. If the attack is from an explosive weapon or a spray weapon, the difficulty level for the trait check is 3 - but even if the check is successful, it will not prevent the automatic stun caused by an explosion.

Disarm: this skill allows a model to disarm an opponent with only 2 successes instead of the 3 successes normally required to perform this feat.

Flight: (6 spaces per level, with a maximum of three levels) this ability (which could also be considered a piece of equipment), includes the use of wings or any other means of flight, and it allows the model to fly and essentially ignore terrain effects when it moves.

This ability has a basic flight movement of 6 spaces, but it may be assigned to the same model up to three times to allow for a maximum flight movement of 18 spaces. A model with the flight ability may either use its normal MOV rating or its flight movement, but not both in the same turn.

Since it may not always be clear if a flying model has landed or not, it may not "stop" on difficult or impassable terrain - it may only move over it. Also, a flying model is always assumed to be flying just above the game board (to take advantage of low lying cover and such). This means that terrain does block the LOS for a flying model the same as it does for a model on the ground. Other than ignoring difficult or impassable terrain, flight movement is treated just like normal ground movement as far as action and movement costs are concerned.

A flying model that engages an enemy model in melee combat is considered to either have landed, or is flying so low that it is easily within arm's reach (and is subject to counter-attacks and may itself be attacked). If a flying model is engaged in melee combat by an enemy, it may be able to escape the melee. Roll 1d6 for the flying model; if the roll is "5-6", the model has "lifted off" and has escaped the melee before any blows have been struck.

A model that has lifted off is considered to be hovering in place 3 spaces off the ground until its next activation, and while this may prevent it from being engaged in melee combat by most ground troops, it does not stop them from firing their ranged weapons at it. This maneuver may not always be possible in certain cramped quarters, and a flying model's ability to perform this maneuver should be left up to the discretion of the GM.

Forward Observer: a model with this skill is highly trained as a spotter for indirect fire attacks. If the forward observer can see the target, it allows another friendly model that is making a "blind" indirect fire attack to ignore the -2d modifier that is normally applied to this type of attack.

Gunslinger: this skill allows a model that is armed with two ranged weapons to shoot both of them at the same target without the -1d attack modifier. Also, if shooting at separate targets with both weapons, only a -1d modifier is applied to each attack instead of the normal -2d modifier.

Hacking: this skill allows the model to hack into or bypass the security of a secure computer network with a successful PER trait check (the difficulty is based on the level of security to be breached). Only a model with this skill may attempt this type of activity; to an untrained model, even a simple security bypass would be "impossible".

Horrific: this ability causes fear and terror in enemy cohorts. Any cohort model that comes within 3 spaces of an opposing "horrific" model during its activation must immediately make a MOT trait check with a difficulty level of 2. The cohort must then apply the effects of that check to the remainder of its activation - even if it was in the middle of its own movement (so it is quite possible for a cohort to attempt to move into melee combat with a horrific model, and then suddenly turn tail and withdraw).

If a cohort is itself approached by a horrific model, or if a horrific model comes within 3 spaces of an opposing cohort during the course of its own activation, that cohort will have to make a MOT trait check on its next activation (again, with a difficulty level of 2). All horrific models are immune to the effects of other horrific models.

Jump Pack: a model equipped with a jump pack may "jump" over intervening terrain features, or on top of (or down from) terrain of various heights. A jump pack allows a model to move up to 12 spaces in the movement phase, ignoring all intervening terrain, but a jumping model must always end its movement on the ground (or some other solid surface) - it cannot remain airborne from turn to turn.

If the jumping model takes an "walk" action, it may only move the 12 spaces afforded by the jump pack, regardless of its normal movement value. If the jumping model takes a "run" action, it may move the 12 spaces from the jump pack and its normal MOV (either before or after the jump).

However, a jump pack's movement is never doubled due to taking a "run" action, nor is the jump equipped model's MOV doubled either, as it is too busy operating the jump pack to be able to "run" as well.

Every time a model makes a jump, it must also make a "landing" roll. Have the model make a DEX trait check (adding its PER bonus to the roll) and consult the table below using the appropriate column for the type of terrain that the jumping model is landing in/on.

# of successes	Normal Terrain	Difficult Terrain
0	the model suffers 1 DP	the model suffers 3 DP
1	the model is stunned	the model suffers 1 DP
2	No Effect	the model is stunned
3+	No Effect	No Effect

Difficult terrain is as described previously in the section on Movement, but it also includes any terrain that the jumping model cannot actually "see" before the jump (i.e. terrain that the jumping model has no direct LOS to).

Leap: a model with this ability may "leap" up to an additional 4 spaces when it takes a "run" action, and it may ignore any difficult terrain for those extra 4 spaces, but it may not ignore impassable terrain. The additional 4 spaces may be applied to any part of the running model's movement, whether at the beginning, somewhere in the middle, or at the end, it really doesn't matter - but all 4 spaces (or however many spaces of "leap" movement the model plans to use - up to 4 spaces) must all be applied at the same time.

Marksman: this skill allows a model to re-roll one of the attack dice every time it makes a shooting attack (including shooting attacks made at point-blank range). However, this skill does not cover the use of pistol weapons in melee combat - it only applies to normal shooting attacks.

Master Warrior: this skill allows a model to re-roll one of the attack dice every time it fights in melee combat. This skill also covers the use of pistol weapons in melee combat, but it does not include shooting attacks made at point-blank range.

Medic: a model with this skill can attempt to heal an injured model by spending 2 actions. The medic must be in a space adjacent to its patient in order to administer treatment. The medic should then make a PER trait check; if any successes are rolled, 1 DP is restored to the injured model.

A medic may never heal itself, and only models that are wounded (with zero DP or more) may be healed by a medic - a model that has been killed (reduced to less than zero DP) is beyond the help that a typical medic can offer.

Mindless: models with this ability cannot act with any sort of purpose unless they are commanded by a friendly model designated as their "controller" - and that model must be alive and on the game board. This could represent an undead fantasy army that cannot be controlled without the command of a wizard or a special magic item, or a sci-fi robot army that can't coordinate unless they receive specific command codes during battle.

As long as the controller is alive, the mindless models may take actions and act just like any other normal models. If the controller is killed, the mindless models may not do anything on their own, although if a mindless model is attacked in melee combat, it will fight back normally. On the mindless model's following activation (the activation after losing the controller), the model will move 1 space in a random direction (use the rules for deviation as mentioned in the section on Blast Weapons earlier in the rules).

If a mindless model moves into a space adjacent to an enemy model, it will attack that enemy in melee combat. If the mindless model is armed with a ranged weapon, and it comes within 3 spaces of an enemy model, it will shoot at that enemy - but the attack cannot be "aimed". Also, a mindless model without a controller will never use a reaction to attack.

Mindless models without a controller are also subject to MOT checks, just like any other cohorts (although a mindless model without a controller may never rally).

Pick Lock (mechanical/electronic): a model with this skill may pick a lock (either mechanical or electronic - specified when the skill is acquired) with a successful PER trait check. The difficulty of the check is based on the level of security the lock represents. Only a model with this skill may attempt to pick a lock; to an untrained model, even a simple lock would be "impossible" to pick.

Power Attack: a model with this ability is either so strong or so skilled that it inflicts an additional 1d6 DP from a successful melee attack (as long as at least 1 DP is initially inflicted by the attack). This ability should also be assigned to anything that would be considered "huge" or "monstrous" (i.e. any extremely large and/or strong models).

Shield Wall: this ability can only be assigned to a group of models that are equipped with shields. To use this ability, there must be at least three models in the "wall", and they must all be in adjacent spaces forming a line. If the models are grouped together in a formation, only the front rank may form the shield wall. When models form a shield wall, they gain an additional +1 to their DEF values against all attacks coming from the "front" side of the "wall".

Sneak: this skill allows a model to more easily sneak past a model that is on guard. When a DEX trait check is made for any kind of stealthy activity, the difficulty level is lowered by one level (which may even afford the sneaking model an automatic success).

Soulless: this ability is similar to the "mindless" ability, in that it also requires a model to have a "controller" on the playing surface. The main difference is that if a soulless model's controller is killed, it completely ceases to function (i.e. the soulless model instantly becomes a casualty).

Spot/Disarm Trap: this skill allows a model to more easily spot a trap, or disarm a trap that it is already aware of (provided the model disarming the trap has the appropriate tools and/or materials to do so).

When attempting to spot a trap, the model adds a +1 to its PER trait check against the trap's difficulty level. When attempting to disarm a trap, the model makes a PER trait check (adding its DEX bonus to the check) against the trap's difficulty level. A model without this skill may still attempt to disarm a trap, but the difficulty will be two levels higher than the trap's normal difficulty level.

Stealth: this ability represents superior camouflage and/or stealth technology, and it reduces the chance of a model being hit by a shooting attack - even if that model is out in the open. When a shooting attack is made against a model with stealth, the target model gets a +1d modifier added to its DEF value and it may re-roll one of the dice from its defense roll. However, stealth is not effective in melee combat.

Targeter: this device adds a +1d bonus to the attack roll of a ranged weapon. A targeter cannot be mounted on a spray weapon, as they are not accurate enough for a targeter to be considered effective. They also cannot be fitted to a sniper weapon or an indirect fire weapon - since these are assumed to already include a targeter of some kind. Also, a weapon may only be equipped with a single targeter.

ARCANE POWERS

Any kind of supernatural ability that allows the user or "caster" to manipulate various forms of energy through sheer force of will are known as *arcane powers*. These can take the form of "magic" in less advanced civilizations, or as "psionics" in more modern settings. Regardless of their origins, they are a force to be reckoned with. A caster's power and ability is determined by his Arcane Affinity (ARC) trait.

You may assign a caster an ARC level between one and four. The caster must then "spend" these levels when he uses his arcane powers, but they regenerate at a rate of one level for every turn they are not used. The number of actions it takes to activate an arcane power depends on how many ARC levels are being put into that particular ability. Using only 1 or 2 ARC levels for an arcane power only takes 1 action, but using 3 or 4 ARC level takes 2 actions.

Individual arcane powers must also be assigned to the caster (usually no more than two powers per level of the caster), and each power can only be used once per turn, regardless of the caster's level. However, multiple arcane powers can be used in the same turn provided that the caster has a sufficient number of actions and a high enough ARC level to be able to afford to activate them.

Arcane Assault: this power allows the caster to make a ranged arcane attack instead of a shooting attack. Whether the arcane assault takes the form of a bolt of lightning, a ball of fire, or a beam of energy, it all has the same effect - to cause physical damage to the target.

An arcane assault can only be made against a target that is within the standard 180° firing arc, and only if the caster has a clear LOS to that target (as with normal shooting attacks, any modifiers for cover are added to the target's DEF). This power is very flexible in the way that it can be used, with variable damage, range, and area of effect.

In its simplest form, this power is equal to a shooting attack that can be directed against a single target within the caster's LOS, with an ATK value equal to double the ARC levels spent on the attack, (i.e. 1 ARC level = ATK 2, 3 ARC levels = ATK 6, etc.). The caster's PER bonus and any modifiers for aiming may be applied to this attack, but modifiers for range are <u>not</u> used. The defense roll against an arcane assault is the same as for any normal shooting attack.

If additional ARC levels are spent when using this power, or even if the strengths of the ability are allocated differently, the attack can be modified to have an area effect. When an area effect template is used to enhance an arcane assault, every target under the template is attacked normally - although the caster will be immune to the effects of his own attack in the event that he himself is caught under the template. The following is a list of all of the possible arcane assault combinations and their usage cost in ARC levels.

Level 1 Arcane Assault (spending one ARC level);
- attack a single target within the caster's LOS (ATK 2)
- attack a single target within 6 spaces of the caster (ATK 3)
- attack with the small blast template within the caster's LOS (ATK 0)
- attack with the small blast template within 6 spaces of the caster (ATK 1)
- attack with the large blast template within the caster's LOS (ATK -2)
- attack with the large blast template within 6 spaces of the caster (ATK -1)
- attack with the spray template at full size (ATK 2)
- attack with the spray template at half size (ATK 3)

Level 2 Arcane Assault (spending two ARC levels);
- attack a single target within the caster's LOS (ATK 4)
- attack a single target within 6 spaces of the caster (ATK 5)
- attack with the small blast template within the caster's LOS (ATK 2)
- attack with the small blast template within 6 spaces of the caster (ATK 3)
- attack with the large blast template within the caster's LOS (ATK 0)
- attack with the large blast template within 6 spaces of the caster (ATK 1)
- attack with the spray template at full size (ATK 4)
- attack with the spray template at half size (ATK 5)

Level 3 Arcane Assault (spending three ARC levels);
- attack a single target within the caster's LOS (ATK 6)
- attack a single target within 6 spaces of the caster (ATK 7)
- attack with the small blast template within the caster's LOS (ATK 4)
- attack with the small blast template within 6 spaces of the caster (ATK 5)
- attack with the large blast template within the caster's LOS (ATK 2)
- attack with the large blast template within 6 spaces of the caster (ATK 3)
- attack with the spray template at full size (ATK 6)
- attack with the spray template at half size (ATK 7)

Level 4 Arcane Assault (spending four ARC levels);
- attack a single target within the caster's LOS (ATK 8)
- attack a single target within 6 spaces of the caster (ATK 9)
- attack with the small blast template within the caster's LOS (ATK 6)
- attack with the small blast template within 6 spaces of the caster (ATK 7)
- attack with the large blast template within the caster's LOS (ATK 4)
- attack with the large blast template within 6 spaces of the caster (ATK 5)
- attack with the spray template at full size (ATK 8)
- attack with the spray template at half size (ATK 9)

Arcane Blast: similar to the "arcane assault" ability, this power actually causes explosions - so not only are the circular blast templates used, but any targets covered by a blast template are also automatically stunned, even if they suffer no actual damage from the attack. The following is a list of all of the possible arcane blast combinations and their usage cost in ARC levels.

Level 1 Arcane Blast (spending one ARC level);
- attack with the small blast template within the caster's LOS (ATK -1)
- attack with the small blast template within 6 spaces of the caster (ATK 0)
- attack with the large blast template within the caster's LOS (ATK -3)
- attack with the large blast template within 6 spaces of the caster (ATK -2)

Level 2 Arcane Blast (spending two ARC levels);
- attack with the small blast template within the caster's LOS (ATK 1)
- attack with the small blast template within 6 spaces of the caster (ATK 2)
- attack with the large blast template within the caster's LOS (ATK -1)
- attack with the large blast template within 6 spaces of the caster (ATK 0)

Level 3 Arcane Blast (spending three ARC levels);
- attack with the small blast template within the caster's LOS (ATK 3)
- attack with the small blast template within 6 spaces of the caster (ATK 4)
- attack with the large blast template within the caster's LOS (ATK 1)
- attack with the large blast template within 6 spaces of the caster (ATK 2)

Level 4 Arcane Blast (spending four ARC levels);
- attack with the small blast template within the caster's LOS (ATK 5)
- attack with the small blast template within 6 spaces of the caster (ATK 6)
- attack with the large blast template within the caster's LOS (ATK 3)
- attack with the large blast template within 6 spaces of the caster (ATK 4)

Spirit Strike: unlike the "arcane assault" power, which is a physical attack, this power attacks only the mind of a single target. Since it attacks the "spirit" or "life energy" of the target, it is only effective against "living" targets - including simple life forms such as plants (so machines would be unaffected). The only other restriction for a spirit strike is that the caster <u>must</u> have a clear LOS to the target - range is not a factor, and partial or full cover will not prevent a spirit strike, but obscuring cover or a blocked LOS <u>will</u> stop a spirit strike (since the target is obscured from view).

When making a spirit strike attack, the caster rolls 1d6 for every ARC level spent using this ability, he then picks the single highest rolling die (the dice are not added together). The target of the attack gets to roll only a single d6 for its defense, but if the target of the spirit strike is also an arcane caster, it may roll 2d6 instead of 1d6 (but again, the dice are not added together). If the attacking caster's single highest die roll is higher than the target's single highest roll, the target model suffers a number of DP equal to the amount that the attacker's roll exceeded the target's roll

This damage is inflicted regardless of the target model's DEF. If the rolls are equal or if the target's roll is higher, the target is unharmed with no other effects. A spirit strike is a one-way attack (like a shooting attack), so even if the target's roll is higher, the attacking caster is not harmed.

Arcane Barrier: this power allows the caster to surround himself with an arcane force field that increases his DEF for a limited time (and possibly the DEF of any nearby friendly models, depending on the size of the barrier). However, an arcane barrier is only effective against ranged attacks (including the "arcane assault" power), but not against melee attacks or against shooting attacks made at point-blank range. This power can be used during the caster's activation, but its effects last for an indeterminate amount of time.

In its most basic form, this power adds a +2d modifier to the caster's DEF value for every ARC level spent. However, the caster may also extend the barrier to cover other nearby models as well, increasing their DEF values, but reducing the overall effectiveness of the barrier. To indicate the size of an "extended" barrier, the circular blast templates are used, and any model that is covered by the appropriate sized template receives a bonus to its DEF.

On the caster's next activation (the activation following the creation of the arcane barrier), the caster should roll 1d6; if the roll is equal to or less than the caster's ARC level, the barrier remains active for another turn (until the caster's next activation), but if the roll is higher than his ARC level, the barrier dissipates and must be cast again.

This roll should be made every time the caster is activated, either until the roll fails, or until the caster ceases to cast an arcane barrier (this random element is used to represent the whole "I don't know how long I can keep this up" phenomenon...). The following is a list of all of the possible arcane barrier combinations and their ARC level usage cost.

Level 1 Arcane Barrier (spending one ARC level);
+2 DEF for the caster only
+1 DEF for any model under the small blast template

Level 2 Arcane Barrier (spending two ARC levels);
+4 DEF for the caster only
+2 DEF for any model under the small blast template
+1 DEF for any model under the large blast template

Level 3 Arcane Barrier (spending three ARC levels);
+6 DEF for the caster only
+3 DEF for any model under the small blast template
+2 DEF for any model under the large blast template

Level 4 Arcane Barrier (spending four ARC levels);
+8 DEF for the caster only
+4 DEF for any model under the small blast template
+3 DEF for any model under the large blast template

Arcane Concealment: this power is a form of arcane "stealth", since it reduces the chances of the caster being hit by a shooting attack - even if the caster is out in the open. It is similar to the "arcane barrier" power in the way it is used and paid for, as it can be used to cover a wide area. Similar too is the length of its duration.

This power is used during the caster's activation, and it lasts for an indeterminate amount of time. A caster using arcane concealment gets a +1d modifier added to its DEF value and it may re-roll one of the dice from its defense roll for every ARC level spent activating this power.

Additional ARC levels may be spent to increase the area covered by the concealing effect (using the area effect templates), allowing the caster to conceal any nearby friendly models as well. ARC levels do not need to be spent each time a concealed model's defense dice are rolled, since the effects of this power last until it dissipates.

Arcane concealment works just like the arcane barrier power as far as its duration is concerned, making a 1d6 die roll on the caster's activation to see if the concealment remains or if it dissipates and must be cast again. Arcane concealment is not effective in melee combat (just like the stealth ability). The following is a list of all the possible arcane concealment combinations and their usage cost in ARC levels.

Level 1 Arcane Concealment (spending one ARC level);
+1 DEF and 1 re-roll for the caster only

Level 2 Arcane Concealment (spending two ARC levels);
+2 DEF and 2 re-rolls for the caster only
+1 DEF and 1 re-roll for any model under the small blast template

Level 3 Arcane Concealment (spending three ARC levels);
+3 DEF and 3 re-rolls for the caster only
+2 DEF and 2 re-rolls for any model under the small blast template
+1 DEF and 1 re-roll for any model under the large blast template

Level 4 Arcane Concealment (spending four ARC levels);
+4 DEF and 4 re-rolls for the caster only
+3 DEF and 3 re-rolls for any model under the small blast template
+2 DEF and 2 re-roll for any model under the large blast template

Arcane Conveyance: this power is a form of arcane flight, and it is treated like the "flight" special ability for movement purposes (see the section on "flight" in the Special Abilities section earlier in the rules for more details). For each ARC level that the caster spends on this power during his activation, he may move up to 12 spaces - but this arcane movement replaces any other movement that the caster may wish to make.

Arcane Teleportation: this power allows the caster to instantly teleport across the playing surface during his activation, but teleportation replaces any other movement that the caster may wish to make during that turn. Since there are certain dangers inherent to teleportation, the caster must make a successful teleport roll to safely and accurately arrive at the desired location.

Specify the point on the playing surface that the caster wishes to teleport to and roll 1d6 for every ARC level spent activating this power (the die rolls stand alone - they are not added together). If the caster does not have a direct LOS to the desired location (if he cannot "see" it from his current position), an additional ARC level must be spent to activate this power - but an additional die is not gained.

If any of the dice roll 4-6, the teleport is successful and the caster is placed in the desired location, but if the teleport roll is unsuccessful (if all of the dice roll a 3 or less), the caster must deviate one space in a random direction (roll 1d8, the same as for blast weapon deviation, with a roll of 1 placing the caster in the space closest to his original position).

If this deviation causes the caster to appear "within" a solid piece of terrain (even if only partially), the caster is instantly killed (in this case, anything but some kind of foliage is considered to be "solid terrain"). If the deviation causes the caster to intersect with another model (again, even if only partially), both models are instantly killed, regardless of their DEF or the number of DP they have.

If all of the dice rolled for the teleport come up a 1 (even if only one die is rolled), it is a catastrophic failure and the caster is consumed by powerful arcane forces and is instantly killed before he even has the chance to re-materialize. The following is a list of all of the possible arcane teleportation combinations and their ARC level usage cost.

Level 1 Arcane Teleportation (spending one ARC level);
   roll 1d6 and teleport to any point within the caster's LOS

Level 2 Arcane Teleportation (spending two ARC levels);
   roll 2d6 and teleport to any point within the caster's LOS
   roll 1d6 and teleport to any point on the playing surface

Level 3 Arcane Teleportation (spending three ARC levels);
   roll 3d6 and teleport to any point within the caster's LOS
   roll 2d6 and teleport to any point on the playing surface

Level 4 Arcane Teleportation (spending four ARC levels);
   roll 4d6 and teleport to any point within the caster's LOS
   roll 3d6 and teleport to any point on the playing surface

Arcane Entity: this power allows the caster to summon or conjure an arcane entity to fight on the caster's behest (whether this takes the form of some kind of demon or an elemental being, or a psychic manifestation of the caster's "id", it all has the same effect of instantly bringing another model onto the playing surface to fight for the caster). This power can be used during the caster's activation, and for every ARC level spent on this power, the caster gets three "creation points" (3 CP) to spend on the arcane entity's movement (MOV), defense (DEF), melee attack strength (ATK), and damage points (DP).

When an arcane entity is initially "created", the model representing the entity is placed on the playing surface within 12 spaces of the caster, and within the caster's LOS. A minimum of 1 CP must be spent on creating an arcane entity, but for that 1 CP, the caster can create a single entity that has a MOV of 2, a DEF of 0 (zero), a melee attack with an ATK value of 1, and 1 DP. For each additional CP spent on that entity, its MOV can be increased by an additional +2 spaces (with a maximum MOV of 12), or its DEF, ATK and DP values can be individually increased by one point (with a maximum DEF of 5, and a maximum ATK or DP of 6).

Once created, the entity is treated like any other model, but it must always stay within 12 spaces of the caster, and within the caster's LOS. For an additional 5 CP, the entity can be allowed to "roam", letting it to go anywhere on the playing surface as long as it is still within the caster's LOS.

If the caster wishes to, he may create more than one entity for each ARC level spent, as long as he spends the appropriate number of CP to do so.

An arcane entity is activated and takes its actions right after the caster takes his (essentially, it shares the caster's initiative), and it may even be activated as soon as it is created. After the caster and the entity have both finished their activation, the caster must be within 12 spaces have a clear LOS to the entity (assuming the entity is not of the "roaming" variety). If the control range or the LOS are broken involuntarily (due to the actions of other models), they must be restored on the caster's and the entity's next activation.

While an arcane entity is in existence, the caster may not spend any ARC levels to activate other arcane abilities (this represents the caster's efforts to "maintain" the arcane entity; either to "bind" the entity or keep control over it, or to hold the caster's focus or concentration).

If the caster is killed while an arcane entity of his creation is on the playing surface, or if he uses another arcane ability or voluntarily breaks the 12 space control limit or the LOS, roll 1d6 for the entity; if the roll is 2-6, the entity ceases to exist (it is "dispelled", released or freed to return to its own plane, etc.). However, if the roll is a 1, the entity remains on the playing surface and it will attack the nearest model that is not another arcane entity. This same roll should then be made at the beginning of every consecutive turn that the "loose" arcane entity is still on the playing surface.

Arcane Entity Cost;
- spending one ARC level = 3 CP
- for 1 CP, a basic arcane entity has: MOV 2, DEF 0, ATK 1, DP 1
   +2 to MOV = +1 CP (max = MOV 12)
   +1 to DEF = +1 CP (max = DEF 5)
   +1 to ATK = +1 CP (max = ATK 6)
   +1 to DP = +1 CP (max = DP 6)
   arcane entity can "roam" = +5 CP

Arcane Weapons (a.k.a. "force" weapons)
   Casters are occasionally armed with "force" weapons; melee weapons that are tuned to focus the caster's arcane energy and channel it through the weapon, greatly increasing its damage potential. The act of merely wielding a force weapon causes it to resonate with the caster's energy, but if the caster actually focuses his power through the weapon, a tremendous amount of energy can be released.

When a caster fights in melee combat with a force weapon, the caster's ARC level is added to the force weapon's basic ATK value. This bonus is free, and it does not expend any of the caster's ARC levels to gain this bonus, and any ARC levels spent activating other arcane abilities do not count against the caster's original ARC level for the purposes of this bonus. However, a caster may also spend ARC levels to make an even more powerful attack. For each ARC level that the caster spends on a melee attack made with a force weapon (assuming he has any ARC levels remaining to spend), an additional +1d modifier is added to the caster's melee attack roll. Damage for the melee attack is then determined normally.

SAMPLE CHARACTER TYPES & WEAPONS

The following sections contain some sample weapons and character types so you can start playing right away with your old miniatures (these are my "interpretations", and are in no way set in stone).

Model Type	STR	PER	DEX	MOV	DEF	MEL	DP
Human	1	1	1	4	0	(0)	2
Elf	1	2	2	4	1	(1)	2
Dwarf	1	1	1	3	1	(1)	2
Halfling	0	2	2	3	1	(1)	1
Orc	2	1	1	4	1	(2)	3
Goblin/Kobold	0	1	1	4	0	(0)	1

* the MEL value listed in parenthesis is the model's basic MEL value without any weapons or armor. You may notice that Dwarves and Orcs have a basic DEF of 1 even though they have no DEX bonus; this is because certain creatures are racially tough, or even just plain hard to hit due to their small size, so their basic DEF (even without armor or a DEX bonus) is going to be higher than zero.

Weapon Lists

Key: A=autofire, b=blast(sml), B=blast(lrg), G=grenade(hand), H=heavy, In=indirect fire, P=pistol, R=reload, S=slow, Sc=scatter, Sn=sniper, sp=spray(sml), SP=spray(lrg)

Ranged Weapons	S	M	L	E	ATK	Special
thrown object	2	4	6	8	0	-
sling	3	6	9	12	1	R
shortbow	4	8	12	16	1	-
longbow	6	12	18	24	1	H
crossbow	8	16	24	32	2	R
crossbow pistol	3	6	9	12	1	P, R
muzzle-loading pistol	5	10	15	20	1	P, R
muzzle-loading rifle	10	20	30	40	1	R
sport pistol	5	10	15	20	1	P
snub-nosed "pocket" pistol	4	8	12	16	2	P
pistol (combat/law enforcement)	6	12	18	24	2	P
carbine (hunting/combat)	12	24	36	48	2	-
sport rifle	12	24	36	48	1	-
rifle (hunting/combat)	15	30	45	60	2	-
sniper rifle	20	40	60	80	2	Sn
sniper cannon ("Barret", etc.)	25	50	75	100	3	H1, Sn
combat shotgun	5	10	15	20	3	Sc
hunting shotgun	6	12	18	24	3	R, Sc
"sawed-off" hunting shotgun	3	6	9	12	3	R, Sc
auto/machine pistol	5	10	15	20	3	A1, P
sub machine gun (SMG)	8	16	24	32	3	A1
assault rifle (compact)	12	24	36	48	3	A1
battle rifle (full sized)	15	30	45	60	3	A1
light machine gun (LMG)	15	30	45	60	4	A1, H
rotary light machinegun (minigun)	15	30	45	60	5	A1, H1
heavy machine gun (HMG)	20	40	60	80	5	A1, H2
"classic" flamethrower	-	SP	-	-	2	H1, S
modern flame unit	-	SP	-	-	2	S
hand flame unit (flame pistol)	-	sp	-	-	2	P, S
rifle-mounted grenade launcher	12	24	36	48	-	In, R
repeating grenade launcher	15	30	45	60	-	In
- concussion grenade ammo			(1)			b
- fragmentation grenade ammo			(2)			b
- shaped charge grenade ammo			4 (1)			b

Ranged Weapons (cont'd)	S	M	L	E	ATK	Special
hand grenade - concussion	-	G	-	-	(1)	b
hand grenade - fragmentation	-	G	-	-	(2)	b
light anti-armor weapon (LAW)	12	24	36	48	5 (2)	b, H, R,
rocket-propelled grenade (RPG)	15	30	45	60	5 (2)	b, H1, R
light mortar (man-portable)	20	40	60	80	(3)	b, H1, Ind, S
heavy mortar (crew-served)	30	60	90	120	(3)	B, H2, Ind, S

Vehicle Weapons	S	M	L	E	ATK	Special
light autocannon (20mm-40mm)	25	50	75	100	5	A2, H2
rotary light autocannon (vulcan)	20	40	60	80	6	A2, H2
heavy autocannon (50mm-80mm)	30	60	90	120	-	A2, H2
- standard solid munitions					6	-
- anti-personnel munitions					6 (2)	b
light cannon (90mm-110mm)	40	80	120	160	-	H2
- high explosive (HE)					7 (3)	B
- high explosive armor piercing (HEAP)					8 (2)	b
heavy cannon (120mm-150mm)	50	100	150	200	-	H2, S
- high explosive (HE)					8 (4)	B
- high explosive armor piercing (HEAP)					9 (2)	b
- armor piercing dart (APD)					10	-

Melee Weapons	ATK
none/unarmed (body only)	0
HTH combat skills (boxing, brawling, military training)	1
advanced HTH combat skills (martial arts)	2
light weapon (rifle butt, club, knife, fixed bayonet, hatchet)	1
medium weapon (staff, mace, morningstar, rapier, saber, longsword, katana, axe, halberd, spear)	2
heavy weapon (warhammer, greatsword, claymore, battleaxe)	3
hi-tech weapon (chainblade, monoblade, vibroblade)	3
energized/charged weapon (a.k.a. "power" weapon)	4
beam-type weapon (beam saber, light sword)	5

Animal Melee Attacks	ATK
fangs & claws: small (attack dog, wolf)	1
fangs & claws: medium (lion, tiger, small velociraptor)	2
fangs & claws: large (bear, large velociraptor, young dragon)	3
fangs & claws: huge (allosaur, small tyrannosaur, adult dragon)	4
fangs & claws: giant (large tyrannosaur, ancient dragon)	5

Designing Ranged Weapons

When designing and assigning values to ranged weapons, the main factor that sets many weapons apart is the weapon's range. Here is a list of range bands - including many that were used for the samples that appear in this game. As you may notice, the multiples for some numbers were left out, as they tended to be odd numbers that didn't "flow" very well, or weren't easy to remember.

Short	Medium	Long	Extreme	Short	Medium	Long	Extreme
2	4	6	8	15	30	45	60
3	6	9	12	18	36	54	72
4	8	12	16	20	40	60	80
5	10	15	20	25	50	75	100
6	12	18	24	30	60	90	120
8	16	24	32	40	80	120	160
10	20	30	40	50	100	150	200
12	24	36	48				

Model's Name/Type:_____   STR PER DEX

Armor Worn: _____ DEF   ___ ___ ___

Shield Type: _____   (+) (+) (+)

Melee Weapons	ATK	Special	MEL	RNG	MOV
1. _____	____	_____			
2. _____	____	_____			

Ranged Weapons	S	M	L	E	ATK	Special	DP
1. _____					____	_____	
2. _____					____	_____	
3. _____					____	_____	Fate
4. _____					____	_____	

ARC   MOT   Initiative

Notes:_____
_____
_____
_____

Model's Name/Type:_____   STR PER DEX

Armor Worn: _____ DEF   ___ ___ ___

Shield Type: _____   (+) (+) (+)

Melee Weapons	ATK	Special	MEL	RNG	MOV
1. _____	____	_____			
2. _____	____	_____			

Ranged Weapons	S	M	L	E	ATK	Special	DP
1. _____					____	_____	
2. _____					____	_____	
3. _____					____	_____	Fate
4. _____					____	_____	

ARC   MOT   Initiative

Notes:_____
_____
_____
_____

Model's Name/Type:_____   STR PER DEX

Armor Worn: _____ DEF   ___ ___ ___

Shield Type: _____   (+) (+) (+)

Melee Weapons	ATK	Special	MEL	RNG	MOV
1. _____	____	_____			
2. _____	____	_____			

Ranged Weapons	S	M	L	E	ATK	Special	DP
1. _____					____	_____	
2. _____					____	_____	
3. _____					____	_____	Fate
4. _____					____	_____	

ARC   MOT   Initiative

Notes:_____
_____
_____
_____

Model's Name/Type:_____   STR PER DEX

Armor Worn: _____ DEF   ___ ___ ___

Shield Type: _____   (+) (+) (+)

Melee Weapons	ATK	Special	MEL	RNG	MOV
1. _____	____	_____			
2. _____	____	_____			

Ranged Weapons	S	M	L	E	ATK	Special	DP
1. _____					____	_____	
2. _____					____	_____	
3. _____					____	_____	Fate
4. _____					____	_____	

ARC   MOT   Initiative

Notes:_____
_____
_____
_____

Model's Name/Type:_____   STR PER DEX

Armor Worn: _____ DEF   ___ ___ ___

Shield Type: _____   (+) (+) (+)

Melee Weapons	ATK	Special	MEL	RNG	MOV
1. _____	____	_____			
2. _____	____	_____			

Ranged Weapons	S	M	L	E	ATK	Special	DP
1. _____					____	_____	
2. _____					____	_____	
3. _____					____	_____	Fate
4. _____					____	_____	

ARC   MOT   Initiative

Notes:_____
_____
_____
_____

Model's Name/Type:_____   STR PER DEX

Armor Worn: _____ DEF   ___ ___ ___

Shield Type: _____   (+) (+) (+)

Melee Weapons	ATK	Special	MEL	RNG	MOV
1. _____	____	_____			
2. _____	____	_____			

Ranged Weapons	S	M	L	E	ATK	Special	DP
1. _____					____	_____	
2. _____					____	_____	
3. _____					____	_____	Fate
4. _____					____	_____	

ARC   MOT   Initiative

Notes:_____
_____
_____
_____

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

Arcane Entity

MOV	DEF	+	ATK	=	(MEL)	DP	Roam	CP
2	0		1		1	1	no	1
MOV	DEF	ATK		(MEL)	DP	yes		Total CP

MOT	Fall Back	Retreat	Sentry		
MOT	Fall Back	Retreat	Sentry		
MOT	Fall Back	Retreat	Sentry	Stunned	
MOT	Fall Back	Retreat	Sentry	Stunned	
MOT	Fall Back	Retreat	Sentry	Stunned	Stunned
MOT	Fall Back	Retreat	Sentry	Stunned	Stunned

Stunned Stunned

Stunned

Large Spray (SP) Template

Small Spray (sp) Template

5"
Large Blast (B) Template

3"
Small Blast (b) Template

(attacker)

		Stunned
		Stunned
Stunned	Stunned	
Stunned	Stunned	
Stunned	Stunned	
Stunned	Stunned	Stunned
Stunned	Stunned	Stunned

	MOT	Fall Back	Retreat	Sentry
	MOT	Fall Back	Retreat	Sentry
	MOT	Fall Back	Retreat	Sentry
Stunned	MOT	Fall Back	Retreat	Sentry
Stunned	Stunned	MOT	Fall Back	Retreat	Sentry

Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	MOT	Fall Back	Retreat	Sentry
Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	Stunned	MOT	Fall Back	Retreat	Sentry

Table Of Contents

Initiative & Turn Sequence
- have each model roll 2d6
- models act in order of their initiative, from highest to lowest
- each model has two (2) actions that it may perform
- a new turn begins after all models have finished their actions
- have a Motivation Phase for any models that require a MOT check

Action	Actions Used
Walk (move up to the model's MOV rating)	1 action
Run (move up to double the model's MOV rating)	2 actions
Strike/Fight (make a single melee attack)	1 action
Focus (melee only; +1d per action spent, +2d max)	1 action/+1d
Shoot/Throw (make a single ranged attack)	1 action
Aim (ranged only; +1d per action spent, +2d max)	1 action/+1d
Draw a weapon not currently in use	free
Sheath/Holster/Stow a weapon currently in use	1 action
Load/Reload (a ranged weapon)	1 action
Sentry (may hold attack until later)	attack +1 action
Miscellaneous Combat Action (requires a trait check)	1-2 actions
Non-Combat Action	1-2 actions

Task Difficulty →	Easy	Moderate	Hard	Very Hard	Impossible
Target Number →	1	2	3	4	5

When attempting to...	Make a trait check using the model's...
...spot a trap	...PER trait
...disarm a trap	...PER trait + DEX bonus
...bypass a trap	...DEX trait + PER bonus

   (checks are made against the trap's difficulty level)

Trap Type	Difficulty Level
- exposed or visible trigger (e.g. trip wire)	1
- covered or concealed trigger (e.g. pressure plate)	2
- well concealed trigger (e.g. laser trip wire)	3
- no obvious trigger (e.g. magical or motion activation)	4

Motivation Checks (cohorts only)
   The base difficulty for a MOT trait check is equal to ½ of the party members killed in the current turn plus the number of DP the model sustained during the game; add a +1 to the difficulty if half or more of the party has already been killed during the course of the game.

One (1) melee success can be used to...
...cause the opponent to lose one action on its next activation
...immediately force the opponent back one space

Two (2) melee successes can be used to...
...force the opponent back one space while the attacker follows
...inflict one damage point (1 DP)

Three (3) melee successes can be used to...
...disarm the opponent (one weapon of the victor's choosing)
...inflict 2 DP

Four (4) melee successes can be used to...
...inflict 3 DP
   (etc...)

Range Band →	Short	Medium	Long	Extreme
Range Modifier →	+1d	+0	-1d	-2d

One (1) ranged success can be used to...
...cause the opponent to lose one action on its next activation

Two (2) ranged successes can be used to...
...inflict one damage point (1 DP)

Three (3) ranged successes can be used to...
...disarm the opponent (one weapon of the attacker's choosing)
...inflict 2 DP
   (etc...)

The target is behind...	Target's DEF
...partial soft cover	+1d
...partial hard cover	+2d
...full soft cover	+2d
...full hard cover	+3d
...obscuring soft cover	+3d
...obscuring hard cover	may not be attacked!

The attack is being made "blind"   -2d

If the attack range band is...	The blast will deviate...
...short	...1 space
...medium	...2 spaces
...long	...3 spaces
...extreme	...4 spaces